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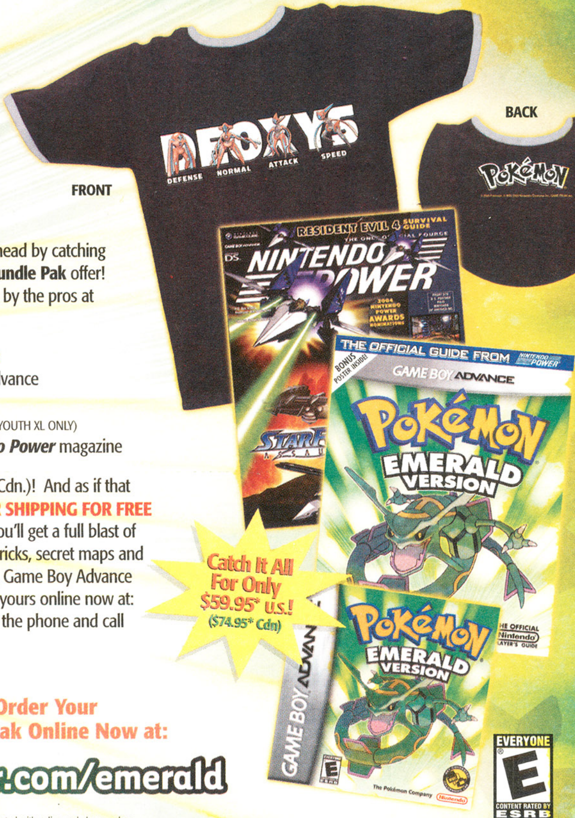
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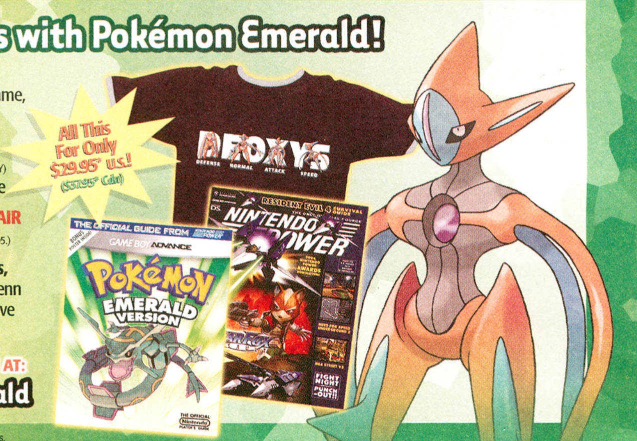
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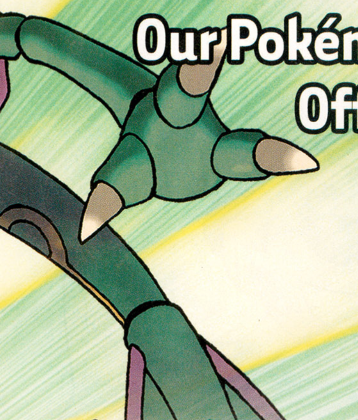

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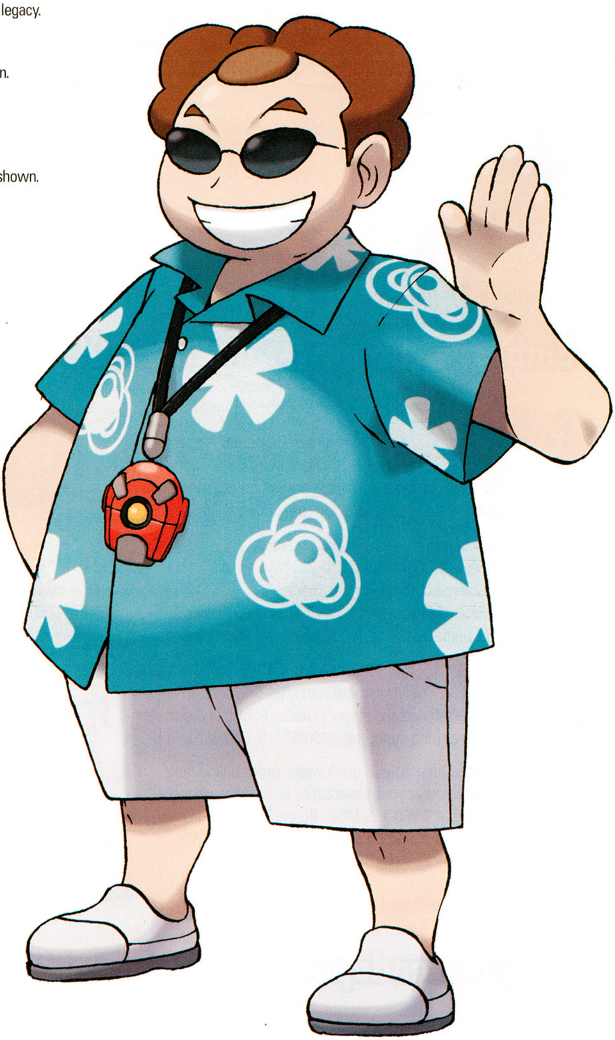

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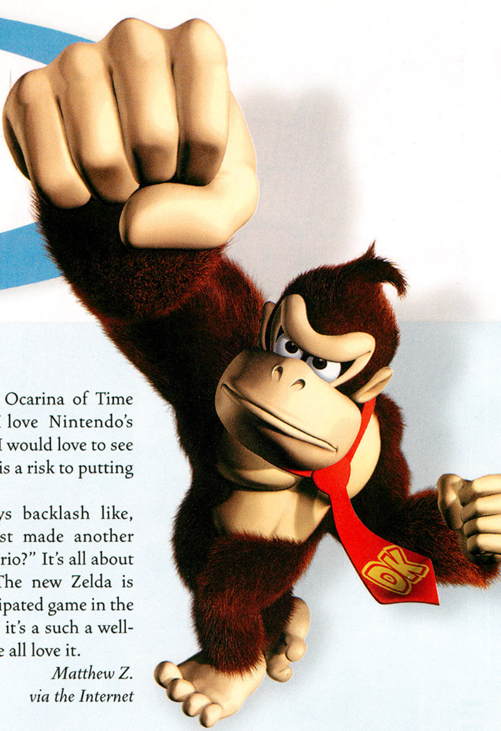
# pulse

feedback, correspondence and pancakes



## Letter of the Month

This is in response to the Letter of the Month by Meepist in issue 190. While I agree that Nintendo and other video game companies are overusing their characters in games, it's mainly to get the games to sell. Donkey Kong Jungle Beat is pretty innovative. So much so that it might be [hard for it to find an audience]. In order to market it, they make it a well-known character's game. Now fans of the character, in this case Donkey Kong, will buy it.

Don't get me wrong, I love innovation and uniqueness, but I think you can innovate with [established] characters like what they did with Donkey Kong Jungle Beat, Super Mario 64, Ocarina of Time and Metroid Prime. I love Nintendo's characters, and though I would love to see new ones, I think there is a risk to putting out new characters.

Plus, there is always backlash like, "They should have just made another Zelda" or "Where is Mario?" It's all about catering to the fans. The new Zelda is probably the most anticipated game in the industry. Why? Because it's a such a well-known franchise and we all love it.

*Matthew Z.*
*via the Internet*

### Coming Attraction

I was wondering about the game The Movies. Why haven't we heard more on it? Did they stop production or what?

*Chris C.*
*via the Internet*

*According to Activision, The Movies is still slated for release later this year. Peter Molyneux, the big cheese at developer Lionhead Studios, spoke about the project at the Game Developers Conference in March. The crux of his presentation was that the team is busy simplifying the interface to make the game more fun and intuitive.*

### Missing Shadow

I recently beat Resident Evil 4 (with a lot of help from your strategies), and I realized that the "unbeatable" shadow thing from a [previous trailer] I saw was taken out. Why is that?

*R_Bond.*
*via the Internet*

*As Resident Evil 4 producer Hiroyuki Kobayashi discussed in our Volume 182 cover story, the game went through four different iterations before evolving into the masterpiece we all know and love. The trailer you're referring to is from one of the versions that was scrapped.*

### That's a Great Idea

I am having a tough time trying to save money to get every game I want this year. What I need from you is a list of all games coming out on the 'cube, the GBA and the DS so I know what games I gotta save up for. I know you don't know all the release dates, but just a list of what's to come would be great.

*Metalgearman*
*via the Internet*

*It's too bad we don't print some sort of forecast that would keep watch over which games are coming out. If we did, it would probably appear on, oh, say page 22.*

### Honor Thy Mother

I keep telling my mom to send in my entry forms [for the sweepstakes] the moment I get [a new] NP magazine. I never win, so I thought I just had bad luck, but it turns out my mom never sends them in. But she sent in the entry form for the Donkey Kong Jungle Beat [sweepstakes]. I made sure of that *cracks knuckles*.

*Ultimate_Chaos*
*via the Internet*

*Even for someone who calls himself Ultimate Chaos, that ain't right.*

### Faint Echoes

I was just going through issue 191 of NP when I came upon the sales section for the GameCube and realized that a great game was missing from the charts. That game was Metroid Prime 2 Echoes. The question I pose is: Who did not buy this game? One of the greatest games on the GCN was overlooked [in favor of] a bunch of old games? This is just ridiculous, and you should all be ashamed of yourselves. If you so-called gamers want forgiveness, you should go out and buy Echoes right now.

*Thomas L.*
*via the Internet*

*Preach on, Brother Thomas!*

### Still Scrollin'

What ever happened to the days of old-school 2-D gaming? Despite the superior graphic quality of video game consoles today, I think it would be great if developers still made side-scrolling adventures. Imagine how cool it would be to see a four-player Double Dragon side-scroller! There could be a lot more happening onscreen and the game could be a lot longer, with more levels, better sound, more characters, etc.

*Jeremy B.*
*via the Internet*

*While we'd like to see a lot more side-scrollers on consoles as well (be sure to check out Donkey Kong Jungle Beat if you haven't already), the GBA remains a good home for that otherwise-neglected genre. As we've mentioned before in these pages, games like Astro Boy: Omega Factor, Advance Guardian Heroes, Metal Slug Advance and Elf (we're kidding about that last one) are all great ways to relive those 2-D days of yore.*

### Li'l Letters

Hi, guys and gals. I'm kinda bored; any advice for my somewhat boring life?

*Evan B.*
*via the Internet*

*We've heard that video games are a good way to pass the time. We'd recommend something outdoorsy, but we haven't been outside since the Y2K scare.*

Is anyone at Nintendo Power paranoid or afraid of anything?

*ZIXXIZ*
*via the Internet*

*Why!?! Who wants to know!?! How'd you get this address?!?And what does ZIXXIZ mean anyway?*

Why don't ya'll have an awesome going-away party for [Alan] and put it in your next magazine? I'm sure it would be very interesting.

*Shannon P.*
*via the Internet*

*It depends on your definition of interesting. If you mean pigs in a blanket at the local Family Pancake House, then done and done. Unfortunately, the FPH doesn't allow cameras.*

Did it work??? Do I need to include a name? Do you already know my screen name?? I'm confused . . . wait, do you reply to this?

*~NT*
*via the Internet*

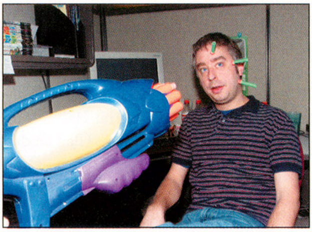
*Given that this is the entirety of your letter, you can't be nearly as confused as we are. If your intention was to get in the magazine, though, we guess it* did *work.*

### Hedgehog's Got a Gun

I know Steve [must have] taken the news of Shadow the Hedgehog very dearly. Mind showing myself and other subscribers some photos of what he did when he saw the trailer?

*Evano__o*
*via the Internet*

*Steve is indeed excited about Shadow the Hedgehog. Unfortunately, he responded to the announcement by adopting some of the hedgehog's new behaviors.*



### Voice of Dissent

I'm not sure I agree with a lot of the 2004 Nintendo Power Awards results. I think a lot of gamers have their eyes closed to the really great games that were released last year. (If I'm going on another "gamers don't try anything new" rant, forgive me.) For example, in the Best Story/Writing category for GCN (as well as a couple of other categories), Paper Mario: The Thousand-Year Door dominated Tales of Symphonia and Final Fantasy: Crystal Chronicles. Now I'm a big fan of the original Paper Mario, but I'm not sure TTYD lived up to expectations. I played through and beat the game, and sure it was funny, original, entertaining and all that stuff, but it didn't have the same charm as the original. Now Tales of Symphonia, that game was just . . . wow.

Maybe I'm just crazy, maybe I just have a different opinion, but seriously—I've seen more overlooked games this year than I have in the past, and it worries me. I honestly hope the DS will change gamers' outlook on new stuff. In this age of remakes and sequels galore, we need to give some new games a chance. I hope I spark some of you readers to write in voicing your own [opinions] about this.

*Justin G.*
*via the Internet*

*Quite a few Tales of Symphonia fans wrote in to bemoan Paper Mario's triumph over that title in various categories of the 2004 Power Awards. As much as we love Tales, we agree with the majority on this one.*

### Two Bee or Not Two Bee

I was just wondering if Ubisoft and Argonaut are going to make a sequel to Buck Bumble. It was a true classic that my friends and I would play over and over. It proved that even the strangest idea can turn into something wonderful.

*Bob the super sheep*
*via the Internet*

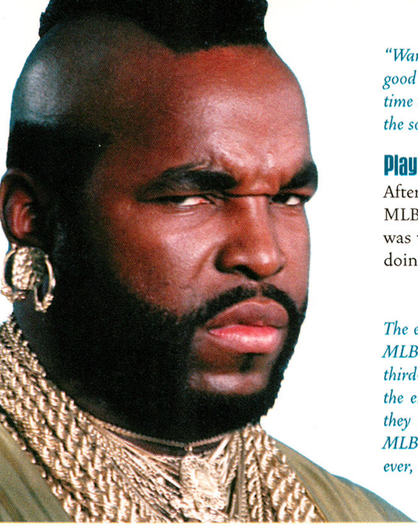
*The odds of a Buck Bumble sequel ever seeing the light of day are about the same as us never running another picture of Mr. T.*

### We Can't Help It

So I have my money set aside and am ready to purchase WarioWare: Twisted!. Then I hear about the *two-month* delay! Why?! I would understand a delay of a week or two to fix a few bugs, but two months?! Alright, I want a straight answer. No Mr. T jokes or anything.

*David G.*
*via the Internet*

*We would never respond to your serious inquiry with a Mr. T joke, much less a photo.* *(Continued on next page.)*



*"WarioWare: Twisted will come out when it's good and ready, fool! This gives you more time to enjoy Touched! Have you unlocked all the souvenirs? Have ya, suckah?"*

## Play Ball

After all the recent news of MLB and the MLBPA selling their rights to Take 2, I was wondering what Nintendo plans on doing in regards to baseball.

*SolidSnake7751*
*via the Internet*

*The exclusivity agreement that MLB and the MLBPA signed with Take 2 pertains only to third-party publishers. That probably means the end of EA's MVP Baseball series, unless they decide to produce a game without the MLB license. First parties like Nintendo, however, can continue to publish MLB titles. As a result, Pennant Chase Baseball is still coming to GCN later this year.*

## Cream of the Crop

I saw in issue 189 that Resident Evil 4 got straight 5s. What other games have gotten [a perfect score]?

*phantomyoshi*
*via the Internet*

*The only other GCN games to receive a 5 from all five reviewers were Pikmin, Super Monkey Ball, Star Wars Rogue Squadron II: Rogue Leader, Super Smash Bros. Melee, Tony Hawk's Pro Skater 3, Super Mario Sunshine, Metroid Prime, The Legend of Zelda: The Wind Waker, Soul Calibur II, Mario Kart: Double Dash!! and Viewtiful Joe. It's a pretty eclectic mix.*

# Discussion from the NSider Forums – forums.nintendo.com

## Reactions to GDC

Making the Revolution backwards compatible is one of the smartest moves on Nintendo's part I've seen in a while; awesome news! It's going to be so convenient, and the GameCube will live on into the next generation accordingly. WiFi ready out of the box? Now that is just sweet.

*CaptainNtheGameMaster*

The new Zelda trailer looks amazing! I'm really impressed with the water effects at the beginning. I don't think I've ever seen in-game water effects that look so good. I also like the mysterious ending of the trailer, with the howling wolf and the giant moon.

As for the DS online announcement, I'm really excited about it. The fact that the online network will be free is downright awesome, and I think that is going to be one of the DS's biggest advantages. I'm extremely happy that Nintendo is taking Animal Crossing DS online, and I'm hoping that Mario Kart will be too.

However, as cool as the DS online announcement is, I was hoping to find out a lot more. It's nice to know that Nintendo is launching a free online network . . . but when? What games, besides Animal Crossing DS, will be online? I'm hoping that these questions are answered sometime soon, preferably before E$^3$ rolls around.

*JSR*

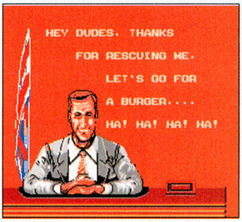
## Favorite Video Game Quotes

"Your lives that I spit on are now but a caricature of a cartoon drawn by a kid who is stupid!" — Fawful (Mario & Luigi: Superstar Saga)

*maddog__229*

"Hey dudes, thanks for rescuing me. Let's go for a burger. . . . Ha! Ha! Ha! Ha!" — the President of the United States (Bad Dudes)

*CarlG*



HEY DUDES, THANKS FOR RESCUING ME. LET'S GO FOR A BURGER.... HA! HA! HA! HA!

"Whoa, friend! I think the smell of the sewer has taken a liking to you." — Shopkeep (Baldur's Gate: Dark Alliance)

*Slippy__Toad__64*

"You have no chance to survive make your time." — Cats (Zero Wing)

*HorseMan01*

"You'll vomit with excitement. You'll puke with pleasure. You'll @#*! with fear" — Narrator (Illbleed trailer)

*VikingBadguy*

## Yoshi Touch & Go Review

Yoshi's new game offers some great fun and addicting gameplay for the Nintendo DS. The game isn't really like past Yoshi platformers, as there aren't numerous levels to complete or anything. Instead, the goal of this game is simply to get the high score, which one could spend hours trying to do.

I would really recommend this game for people who are fans of older games like Pac-Man and Donkey Kong. The game is very easy to learn and anyone can play.

*Super__Bermuda*

## WarioWare: Touched! Review

I found this game to be exactly what I expected. Though the storylines are . . . uninteresting, the game play is excellent. The microgames are well set up and fun, and the use of stylus is excellent. (The only use for the buttons is to pause the game.) There are also a few games that require the use of the microphone and they are a blast. Basically, if you enjoyed previous [games in the series], you will enjoy this one. The graphics are good, the sound is not annoying, and the replay value is high. The one major con to this game is the fact that there's no multiplayer mode (with the exception of a crudy ping pong souvenir).

*LordCapulet*

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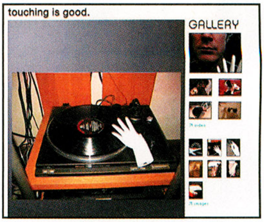
# NINTENDO ONLINE

www.nintendo.com

## GET IN TOUCH WITH YOUR CREATIVE SIDE

**Contests**

**Contests | DS**



The disembodied hand you see on www.touchingisgood.com likes to touch, but it can't feel a thing. Too bad—it will never know the joy of playing a game on the Nintendo DS. Although it can't feel anything itself, the hand can help you touch some cold, hard cash, which is sure to make *you* feel good!

Think about the things you touch in your daily routine, then grab a camera and create something cool. Your creation might make it into our online gallery or, better yet, you might win some money and a Nintendo DS.

You don't need to start tearing the hands off the poor mannequins at your local department store. Click the "Give Me a Hand" link and download a PDF of your very own digital hand. Then all you have to do is print it, cut it out and start touching.

www.touchingisgood.com

## DRAW THE LINE HERE

**Games**

**Featured Title | DS**

"What's your sign?" "Do you come here often?" "I didn't know that angels could fly so low!"

You'll need to make your one-liners count in the great new puzzle game Polarium. You flip the white or black tiles, by drawing a line through them. When you make a row all white or black, it disappears. Learn all about the addictive brainteaser by playing a cool interactive demo. Master your line-delivery skills from the safety of your own computer without fear of striking out!

www.nintendods.com/polarium

## POSTER CHILD FOR GAME BOY ADVANCE

**Games**

**Featured Title | GBA**

CHANGE YOUR WORLD
Featured Poster
MAKE YOUR POSTER
GALLERY
FORUMS

Time is running out—put your creativity to the test and show us how you change your world with Game Boy Advance SP.

Go to www.gameboy.com to download an exclusive poster kit, and use it as the foundation for a poster that expresses your love for the Game Boy Advance. best poster submission will appear in an upcoming issue of Nintendo Power!

www.gameboy.com

## CAN YOU BATTLE THE BIGGEST BRAINS?

**Games**

**Featured Title | GBA**

Pokémon Emerald Version
BATTLE FRONTIER!
HEADLINE #1
BATTLE TEAM OF THE WEEK

If you're a Pokémon fan, you've probably been hearing a lot about Pokémon Emerald's infamous Frontier Brains. You know they're going to be tough, but who are these mysterious Trainers? Find out more about them in this issue, then visit the official Pokémon Emerald microsite, where you can challenge each Frontier Brain in an interactive Flash-based minigame.

The site will also feature great Pokémon strategy and a Battle Team of the Week selected from a pool of teams submitted by gamers like you at the NSider Forums. The fun starts this month at pokemon-games.com!

www.pokemon-games.com

## WARIO IS TWISTED? YOU DON'T SAY. . .

**Games**

**Featured Title | GBA**

TWISTED!
got Spin?

Instead of asking you to lift your computer monitor and rotate it side to side to simulate the cool effects in WarioWare: Twisted!, we decided to make the site itself twist.

At www.warioware.biz, check out Wario's newest and zaniest innovation as he puts a new spin on microgame madness. Don't leave the site without nabbing some great downloads, sampling microgames inspired by Twisted! and checking out the surprises. That is, unless you get dizzy. Then we advise you to take a break and practice on your Sit 'N Spin!

www.warioware.biz

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**To find out more about The Lost Millennium Sneak Preview Event near you, visit www.yugiohpreview.com**

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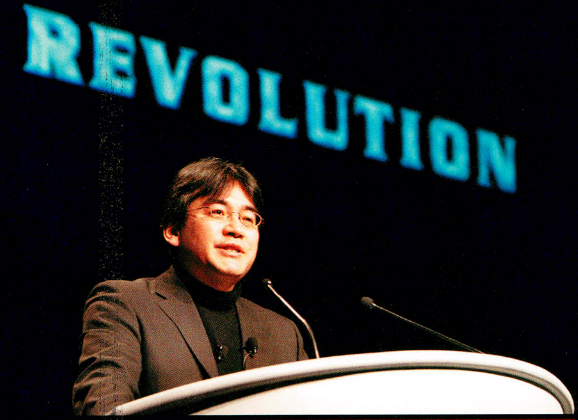
# GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Link isn't the only fantasy hero destined to grow older in 2005. Synched with the release of the fourth Harry Potter film, EA's take on **The Goblet of Fire** promises to be the fiercest Potter game yet—check it out on page 21.



## IWATA PREDICTS FUTURE AT GDC

We've said it before, we'll say it again: Satoru Iwata is the Willy Wonka of video games. While execs from Sony and Microsoft pored over tech specs of their upcoming systems at the Game Developers Conference in March, Nintendo's president discussed "the heart of a gamer" in his speech; Iwata lauded the pure-imagination factor that he believes will develop gaming into an ever bigger phenomenon. But while reminding the crowd that Nintendo's own next-gen system, Nintendo Revolution, will provide a far different gaming experience from anything that's out there now, Iwata did tease the crowd with a few pre-E$^3$ technical details. He asserted that he intends the Revolution to become "the new capital of interactive entertainment," and revealed that Nintendo is working with IBM to develop the core processor and with ATI to create its graphics chip-set, code-named for two historic capitals of entertainment, Broadway and Hollywood, respectively. Iwata also announced that the Revolution will be backward-compatible with the Nintendo GameCube, a console first for Nintendo, and will also be Wi-Fi enabled. Expect to learn much more during the Revolution's unveiling at E$^3$.

As always, Iwata mixed a fair share of fun and games into his visionary speech, inviting developers onstage for an eight-player competition in Nintendo's upcoming game, Mario Kart DS.

### THE HEART OF A HISTORIC KEYNOTE

Though president Satoru Iwata revealed much about Nintendo's future in his GDC keynote, what resonated with developers in the crowd was his heartfelt attitude toward creating games. Iwata, a former staffer of HAL (the studio behind Super Smash Bros.) provided many insights in a speech that's a must-hear for anyone interested in game development—catch the audio podcast on nintendo.com.

### FOUR SURPRISING INSIGHTS INTO IWATA'S CAREER

"My first creation was a baseball game [on a calculator]. I don't think anyone can say it had bad graphics. It had no graphics!"

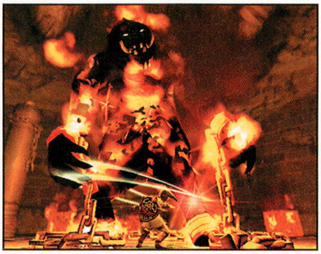
"People sometimes ask me what I did when I was hired at HAL. Well, the answer is that I was a programmer. And an engineer. And a designer. And I marketed our games. I also ordered a lot of take-out food. And I helped clean up. And it was all great fun."

"The name HAL came from the computer in the movie *2001: A Space Odyssey*. HAL. We thought that name was very cool."

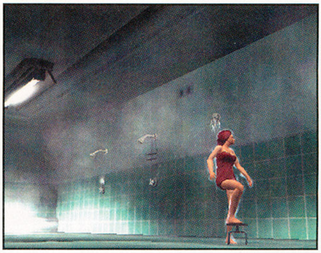
"From their offices, it was possible to see Mount Fuji, which many say is most impressive if you're willing to wake up and see it at dawn. During this period [of working on Super Smash Bros.], we at HAL would see the sun shining on the mountain before we ever went to bed."

## THE EXPANDING WORLD OF VIDEO GAMES

Iwata noted that during his 20 years as a developer, the industry has swelled and the budgets behind hits have grown dramatically, and he warned that only the biggest companies would be able to afford next-gen "AAA console games." He asserted that Nintendo has no intention of "turning its back on the hard-core gamer," emphasizing its inclusion of Metroid Prime Hunters: First Hunt with the DS, its partnership with n-Space for Geist, the success of Resident Evil 4 and revealing a new trailer that caused many an eye to pop—Nintendo's upcoming Legend of Zelda for the GCN.



Iwata revealed the first Zelda preview trailer since $E^3$ 2004. It dazzled the GDC crowd and has provoked intense speculation since its showing.



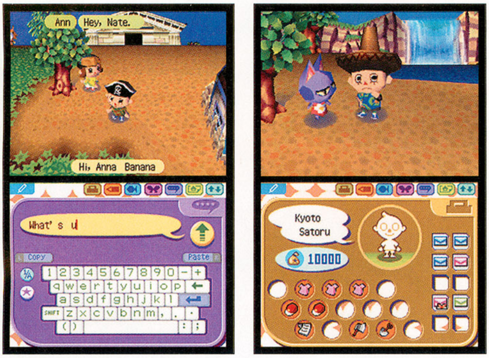
He also cited possession-shooter Geist as a game that will "move your emotions and [change] your definition of the genre."

## EXPLORING THE FAR REACHES OF ENTERTAINMENT

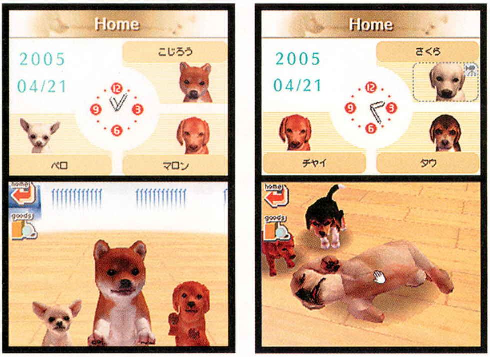
Nintendo's president also suggested that the gaming industry was thinking "smaller," from the level of risk it would accept to the limited vision driving development, and—most importantly—to what it thinks of as a gamer. He suggested that developers should devise ways to expand beyond "the planet we call video games" and explore the universe of interactive entertainment for "other planets that entertain, but in different ways from current games."

Iwata revealed that as part of Nintendo's own exploration into this new realm, Wi-Fi gaming would soon hit the DS. He promised a simple, seamless experience as intuitive as local-area networking, and that Nintendo is developing a number of Wi-Fi games—internally and with external developers—that wll be playable this year. As one example of Nintendo's Wi-Fi gaming philosophy, Iwata introduced a charming demo of Animal Crossing, calling it an example of a "non-game game" that would appeal to a wider range of a gamers.

Moving onto two other kinds of software from elsewhere in the "interactive entertainment universe," Iwata introduced demos of the amazingly alien Electroplankton (see the next page) and the more familiar yet no less astounding Nintendogs. Given that Nintendo always keeps its major surprises under wraps until the Electronic Entertainment Expo each May, Iwata's GDC insights about games *and* gamers suggest that '05 will be one of the most startling years in gaming history. Expect more about the Nintendo breakthroughs destined for $E^3$ in the next issue of Nintendo Power.



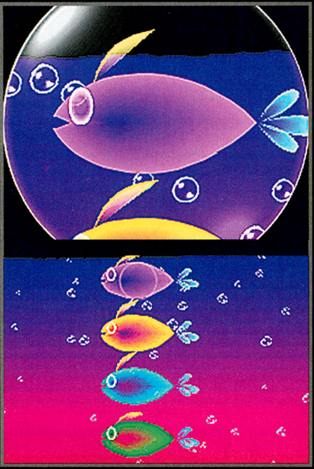
**ANIMAL CROSSING DS:** The GDC demo revealed changes for the AC world beyond its new Wi-Fi connectivity. As the player's character ran around a village, the upper screen showed drifting clouds and the lower one followed the character from a ground perspective (rather than the GCN version's bird's-eye view). The action shifted to the upper screen when one character chatted with another, allowing the player to create dialog-balloon messages via touch control. And when the inventory was open, the player used touch to select hats and outfits while watching his character do quick-change backflips on the upper screen. The Animal Crossing world was huge on the GCN, and these few glimpses hint at enormous promise for the DS version.



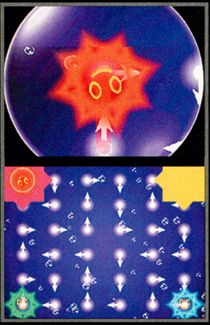
**NINTENDOGS:** If this is what happens when Nintendo ventures to new planets in the "interactive entertainment universe," sign us up to blast off. During the GDC demo, localization manager Bill Trinen played with a pup, which wowed the crowd with its independent spirit. When he tried to get the dog to sit (via voice command), the puppy needed to be cajoled into obeying with lots of petting (via touch) and a dish of food, which it devoured as if nothing else in the world existed. Only then did it plunk down its butt and wag its tail. Over a dozen breeds are planned for the US version, each with its own characteristic traits—we can't wait until Nintendo unleashes its ambitious creation.

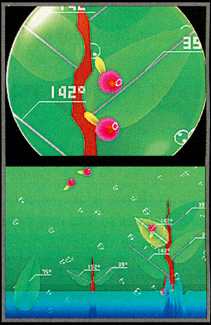
# THE MUSICAL COSMOS OF ELECTROPLANKTON

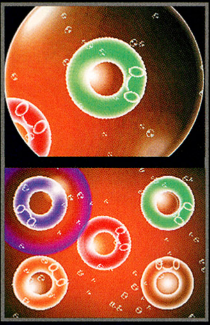
Put Nintendo's president Satoru Iwata's philosophy about otherworldly creation under the microscope, and you'll see Electroplankton staring back at you—or at least the audience that caught his GDC speech did. People who've argued that video games are an art form can now cite Electroplankton as the ultimate example. The DS software, due for release in Japan this spring, is the creation of internationally renowned interactive-media artist Toshio Iwai, who fuses music, motion and audience participation into art that takes on a life of its own. US audiences can see two of his seemingly alive creations, Music Insects and Well of Lights, at the Exploratorium in San Francisco. Longtime PC gamers may recall his Sim Tunes software, which let people play mad genius with a collection of critters that each represented a different way to make music. The upcoming DS software riffs on that concept, taking it to a far more alluring level. Through touch control and mic input, Electroplankton offers the player an interactive experience of sounds and images in the eerily intuitive form of aquatic creatures. Iwai's microcosm of sound-studio species will mesmerize you—check out the wide variety of the DS organisms at the Japanese website, electroplankton.com.

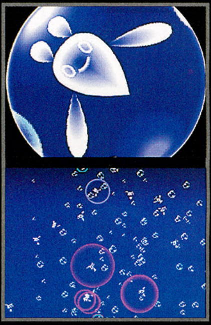


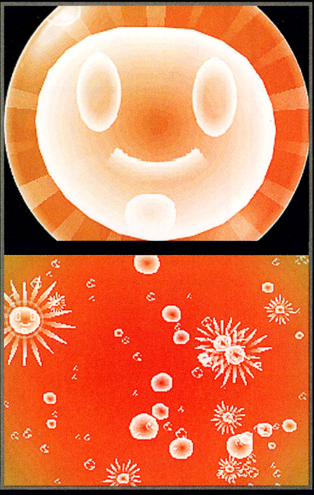
**After you touch a fish, the DS mic will record your voice or any other noise, storing the sound in the creature. Every time it swims across the screen, its innards will vibrate with the noise. By recording into all four fish, you can create your own musical school.**



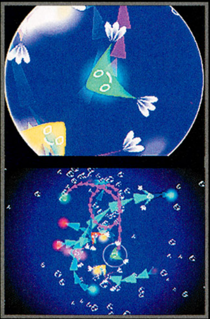


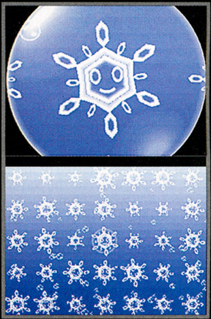






**Ever examined a drop of swamp water under a microscope while playing an electronic harp? We haven't either, but by using touch control to move organisms around the screen, and seeing them literally play off of each other, you'll discover what you've been missing.**



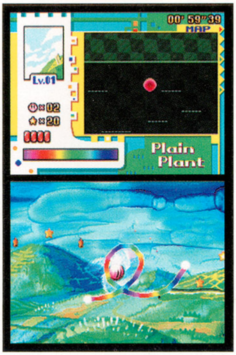


# NINTENDO REVEALS TITLES ON THE WAY

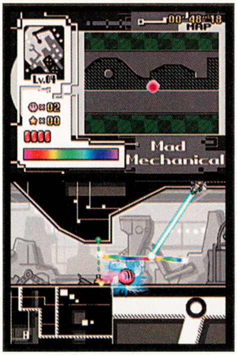
As part of its Game Developers Conference showing, Nintendo announced many games that were previously slated for Japan, plus two more surprises. Samus will be spinning into action on the DS this year in Metroid Pinball, and the world of Pokémon will return to the Nintendo GameCube with Pokémon XD. WarioWare: Twisted! and Yoshi Topsy-Turvy will contort the GBA in late May and June, respectively. Many DS titles have now been nailed down for '05: Mario Kart DS, Animal Crossing DS, Nintendogs and Advance Wars DS, plus Kirby Canvas Curse (set for a June 13 release). Additionally, the eerie puzzle-adventure Another Code and parasol-assisted platformer Super Princess Peach are now officially on the way—dates to be specified.

## HANDS-ON: KIRBY CANVAS CURSE

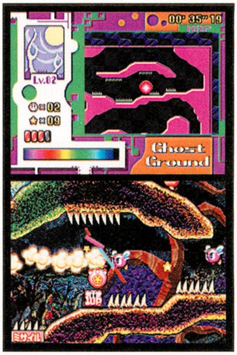
Kirby's always on the roll in his DS debut, but don't mistake the HAL Laboratories title for a pinballer. It's a fully fledged 2-D platformer that's completely stylus-controlled. You'll tap Kirby to make him roll faster and stab foes to stun them, leaving them open to getting steamrollered by the puffball. You'll guide Kirby's momentum by drawing ramps to direct his forward roll and walls to make him recoil in the opposite direction. After playing through the first several hours of the adventure, we can firmly state that Kirby Canvas Curse has us thoroughly dazzled.



You won't have Kirby's classic jump-and-flutter move to get you to high spots. Instead, you'll draw loops: as Kirby rolls into one, he'll reach supersonic speed just long enough to shoot out the tail end of the loop.



As Kirby tumbles into new environments, you'll have to think fast to figure out how to use the stylus to protect him. We saw Kirby get fried by this laser repeatedly—until we realized that we could draw a shield.



If Kirby rolls into a stunned foe that has a special ability, he'll absorb it. Then you can tap him to activate the power. When he turns into Missile Kirby, direct his flight by drawing barriers that deflect him.

## QUICK HITS OF BIG NEWS

### NOA EXPOSES FUTURE TITLES AT GDC

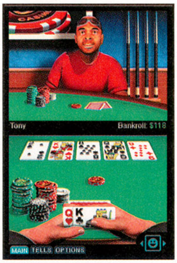
**During the Game Developers Conference, Nintendo of America trumpeted a list of games slated for the US, not including the many more due for an $E^3$ unveiling in May. Three previously announced DS games were pinned down for release in 2005: Viewtiful Joe DS (Q4), Koei's Dynasty Warriors (Q4) and Konami's Yu-Gi-Oh!: Nightmare Troubadour (Q3). In addition, Buena Vista Games plans to bring The Chronicles of Narnia to the GCN, DS and GBA, and there's tons of Disney GBA on the way: Herbie Fully Loaded in June; Kim Possible 3 in July; and That's So Raven 2, Cinderella: The Game, Lizzie McGuire 3, Super Robot Monkey Team Hyperforce Go! and W.I.T.C.H. all due in September. THQ will publish games based on the Bratz (GCN, GBA) and Power Rangers (GBA) franchises, and another Finding Nemo title (DS). Vivendi Universal Games will bring a new Barbie game to the GBA in September, and Atari will publish Backyard Skateboarding in October. One more announcement, and then we'll pass out from hyperventilation: Bandai will publish games based on two cartoons come August: One Piece (GCN, GBA) and Zatch Bell (GCN). It'll be a busy gaming year for die-hard franchise fans.**

### DON'T MESS WITH TEXAS

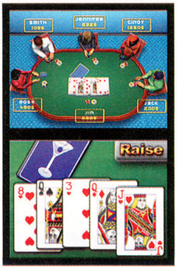
**They like everything big in Texas, and the Texas Hold 'Em phenomenon seems to get bigger by the month. Two publishers, Summitsoft and Majesco, will bring the card craze to the Nintendo DS later this year. Poker is all about keeping one eye on your hand, and the other on your competition, and both games will use the dual screen to capture the action. Beyond that, the two titles will go their separate ways—check out the screenshots to see which one you might want to cash in your chips for.**

### UBISOFT TURNS UP THE PRE-$E^3$ HEAT

**The big boys typically don't expose their $E^3$ lineups two months ahead of time, but Ubisoft did the unthinkable in mid-March. Details won't emerge until closer to the show, but the titles alone show that Ubi has a great year in store for Nintendo gamers: Bomberman DS (DS, spring), Tom Clancy's Rainbow Six Lockdown (GCN, spring), Lunar Genesis (DS, summer), 187 Ride or Die (GCN, summer), Tom Clancy's Ghost Recon 3 (GCN, fall), Prince of Persia 3 (GCN, fall), Prince of Persia: Warrior Within (DS, fall), Peter Jackson's King Kong (GCN/DS, fall) and Splinter Cell 4 (GCN, winter 2006). We'll bring you full details in our $E^3$ issue next month.**

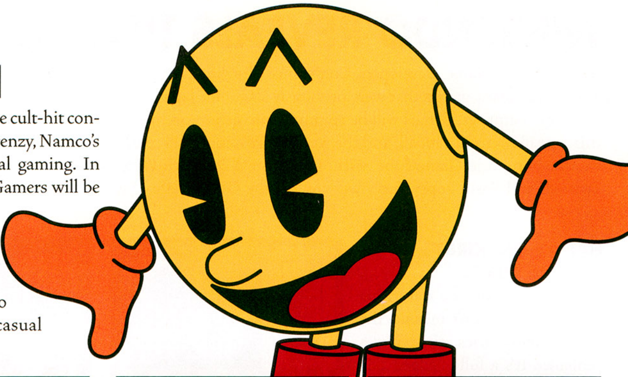


In Majesco's Texas Hold 'Em Poker game, you'll be able to take on ten computer players or go Wi-Fi with up to five friends. When you take on the AI, a bluffing system will enable you to try to read emotions and signals from your competitors.

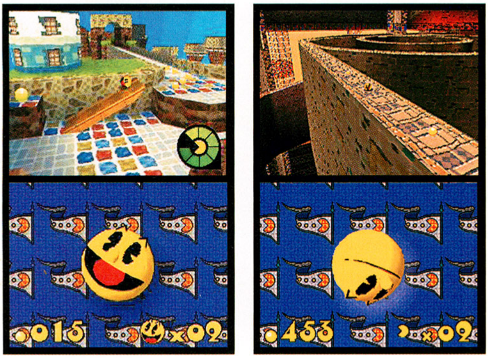


The Texas Hold 'Em Poker Pack from Summitsoft will shuffle seven other card games into the game, like Blackjack and 5-Card Draw, plus crowd the table with up to eight different challengers via AI control or wireless mode.

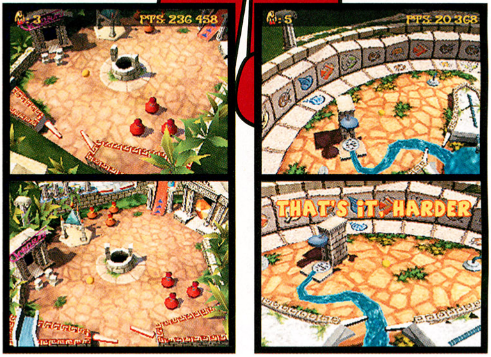
# PAC-MAN EATS UP ALL THE ATTENTION



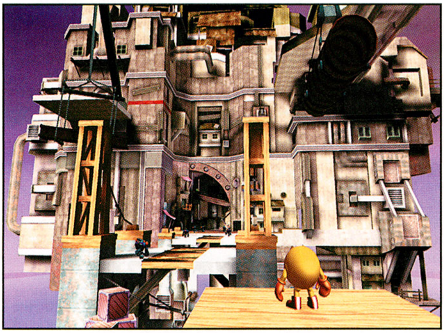
Twenty-five years after Pac-Man's 1980 debut turned the cult-hit consumption of arcade games into a mainstream feeding frenzy, Namco's golden child is prepared to do the same for personal gaming. In 2005, he'll appear in *six* titles on Nintendo systems. Gamers will be able to get their classic fix plus return to Pac-Man World on the GCN, and control him in new ways on handhelds. If Pac-Pix, his DS debut set for late April, is any indication, Namco's ghost hunter is prepared to do just about anything and do it extremely well—to win the respect of both longtime gamers and casual players this year.



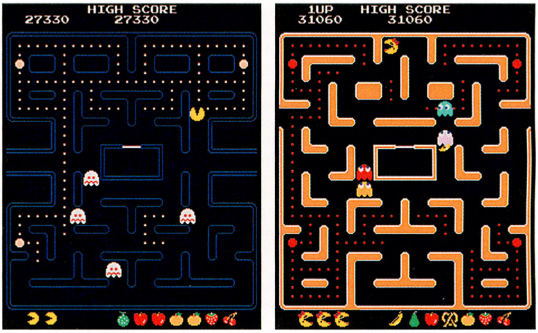
**PAC 'N ROLL:** No control device has ever made players feel like they were riding the razor's edge more than the trackball. Namco, in a stroke of genius, decided to resurrect the trackball via the DS touch screen. Due this summer, Pac 'N Roll will be the most ambitious trackball game ever made, allowing players to roll Pac-Man through a full adventure, complete with diverse stages (such as a ruins and an electronic maze) and power-ups (like a feathered cap that lets Pac-Man sneak up on ghosts).



**SUPER PAC-MAN PINBALL:** You'll have your first shot at Pac-Man pinball in late April, when Pac-Man Pinball Advance hits the GBA. In August, Namco's hero will roll out again in Super Pac-Man Pinball—you'll flip him through the island of Paclantis using touch control, and blow bombs onto the field using the mic. Ghosts will make his life hard by trying to sneak from the top screen to the lower one, where Namco plans to let them "invade your hardware and meddle with your game." The game will also include a multiplayer mode in which you'll be able to sabotage your opponent's pinballs and shake the table.



**PAC-MAN WORLD 3:** For its third outing, due on the GCN this fall, the series travels from Pac-Man's world to the one from whence his enemies come to prevent the destruction of both realms. Going for intensified action, the platformer will let you climb fences and walls, swing around poles and punch foes. You'll also control ghosts, and be transported to classic 2-D and 3-D Pac-Man mazes along the way.



**NAMCO MUSEUM: 50TH ANNIVERSARY ARCADE COLLECTION:** For its golden anniversary, Namco will release a hearty helping of arcade games in a single compilation. The Nintendo GameCube collection will highlight 14 of its most treasured titles, including Pac-Man, Ms. Pac-Man, Galaga, Pole Position and Dig Dug. No worries, connoisseurs: Namco will throw in a few titles like 1985's biplane game Sky Kid and 1987's wyrm-flier Dragon Spirit to whet your appetite for the classics.

# GOBLET OF FIRE BRIMS WITH GAME-MAKING MAGIC

*The wizards at EA's UK studios are at it again with Harry Potter and the Goblet of Fire, which will coincide with the movie's holiday release. Although the entire Harry Potter series is a coming of age story, Harry really begins to grow, both as a young adult and as a spellcaster, in Goblet of Fire. We asked EA producer Justin Manning about Harry's latest video game incarnation.*

**Nintendo Power: Harry is an older, more mature wizard, and an improved spellcaster in *Goblet of Fire*. Have you taken that as a cue to make a game that appeals to older, more mature players?**
**Justin Manning:** Inevitably as Harry ages in the books and the films, his action will appeal to a broader audience, however, the core fan base for the Harry Potter films and books remains young. We are careful to develop the game so that we take our cues from the tone of the movie, but still appeal to these players.

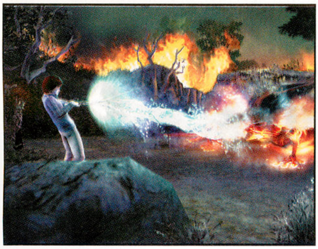
**NP: The Quidditch World Cup is featured in the opening section of the *Goblet of Fire* book. EA has already released a dedicated Quidditch World Cup game. Will the event return as part of the Goblet of Fire game?**
**JM:** Harry Potter and the Goblet of Fire is centered around the three main characters and the action of the film. We are concentrating on the experience of the Death Eaters and the disturbance they cause in the campsite around the Quidditch World Cup stadium. During this level, Harry and friends are caught in the middle of the Death Eater and Ministry of Magic Wizards crossfire of spells as they try and escape the mayhem. It is an introduction both to the new charms and jinxes in the game whilst immersing the player in the drama of the film.

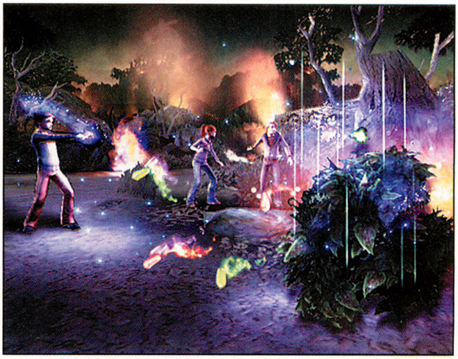
**NP: What has proven to be the most challenging part of the story to adapt to the games?**
**JM:** We have focused our effort towards adapting the key Triwizard events and making them as engaging, dramatic, and fun as they are in the movie. These are a departure from the traditional Harry Potter game in that we are creating the exhilaration of flying on Harry's broomstick while being chased by the dragon, and the eerie mood of swimming through the dark lake outside of Hogwarts in the search for your friends.

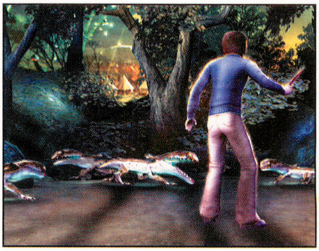
**NP: The Prisoner of Azkaban games gave players the ability to control characters other than Harry for the first time in the game series. What big additions can we expect in Goblet of Fire?**
**JM:** An all-new spellcasting system allows players to really feel the magic for the first time as the controller shakes and reacts with every flick of the wand. Spells will affect the world as they pass through, lighting the environment, and kicking up debris around them. Charms connect the player to the world, objects and creatures via streams of magic that you control.

Also, the rewards have a life of their own and require the new summoning spell Accio to find and round up. One of the screenshots shows beans bursting out from a bush when Harry casts this.

In addition, the game is more action-based with play embedded in the environment rather than the cerebral puzzles of previous games.

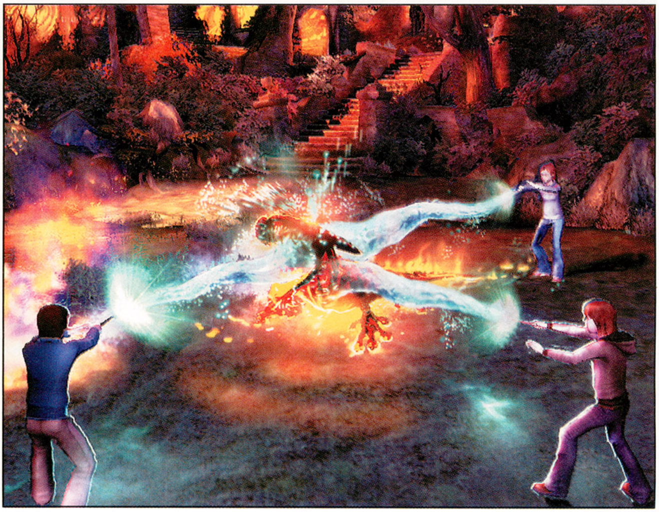






**NP: How would you describe the graphic style of the Goblet of Fire game? What makes the style perfect for the game's story and gameplay?**
**JM:** We are taking our inspiration from the look and feel of the movie and re-creating the richness, moodiness, and atmosphere in our levels. We have been working closely with Warner Bros. partners on ensuring our ties are as close as possible to the film experience. As a result, we are also moving away from the stylized characters of the previous Harry Potter games and making them look like those in the movie. The audience identifies the actors in the film with how they imagine Harry, Ron, and Hermione, and that's what we are reflecting this year in the Goblet of Fire game.

We are also ensuring there is a real contrast of environments this year with as many levels outside as inside. We take the player on a journey from the Quidditch World Cup Campsite, through the Forbidden Forest, flying around Hogwarts, under the Prefects' Bathroom, swimming in the lake, through the maze, and many more places!



# WWE: DAY OF RECKONING 2

Last year's Day of Reckoning was a major step up from previous WWE efforts on GCN, and THQ's recently unveiled follow-up looks as if it will further those improvements. Billed as the first true WWE sequel, WWE: Day of Reckoning 2 (developed once again by the wrestling fanatics at Yukes) picks up right where its predecessor left off. You begin as the World Heavyweight Champion, but after losing the belt, you're forced to climb back through the ranks. One of Yukes's top priorities is to make that journey compelling. The team is working with WWE writers to approach the story from a different perspective, placing greater emphasis on themes such as lust, greed, betrayal and revenge to better mimic the kinds of narratives you'd see on WWE programming. There's also an element of non-linearity, as the decisions you make will affect how the story unfolds.

Once you actually step into the ring, you'll find a far more strategic play experience than in last year's game. Each grappler now has a stamina bar that depletes depending on your actions. If you start the match with a flurry, you may have the opportunity to score a quick victory—but you'll run out of gas pretty quickly, causing your wrestler to move more slowly and making it more difficult to counter his opponent's moves. The other major addition is a new player-controlled submission system. When you lock in a submission, you can use the C Stick to tweak the hold. Flicking the stick downward, for instance, will execute a rest hold that doesn't do a lot of damage but replenishes your stamina. The result of these changes to the game is that matches play out a lot more like they do on TV. Whether that's a good thing or a bad thing is for you to judge.

That the game looks amazing is undisputable, however. The crowds are now fully 3-D, entrances feature improved effects and more-dynamic camera angles, and the polygon count for each wrestler has increased by 25-30 percent. Most of the extra polygons, it seems, are devoted to the characters' faces to enable better facial animations. Kane snarls when he grabs his opponent by the throat for a choke slam, and Booker T gets that bizarre, far-off look in his eyes when he stares at his hand. Facial expressions have certainly been attempted in WWE games before, but they've never appeared so lifelike.

The Superstar roster has yet to be finalized, but we know it will introduce additional legends, including Hulk Hogan, Mankind and the Ultimate Warrior. THQ also promises better AI differentiation between characters, so all of the grapplers should behave more like you'd expect. (For example, Chris Benoit will demonstrate his superior technical prowess while Batista relies more on raw power.) We'll update you with new details as we hear them leading up to the game's fall release.

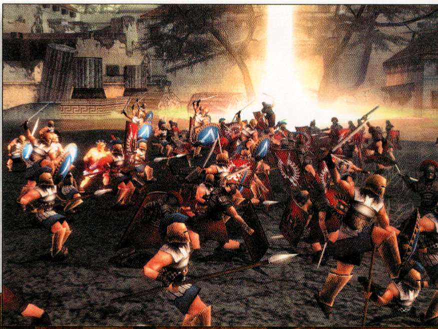
# SPARTAN: TOTAL WARRIOR

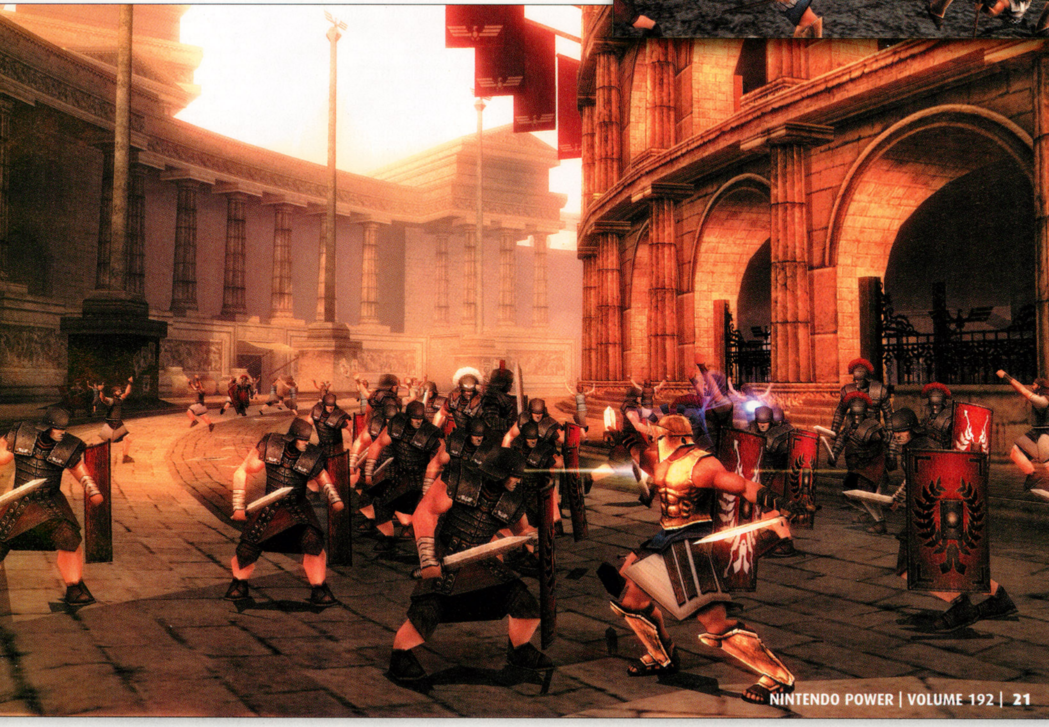
Back in Sega's heyday, the company's success was driven by a mixture of Japanese- and Western-developed titles. For every Phantasy Star or Sonic the Hedgehog from the Land of the Rising Sun, there was a ToeJam & Earl or Vectorman created in North America or Europe to appeal to a broad range of tastes. After struggling to find an audience as a third-party entity, the publisher has recently renewed that philosophy. Sega is working with Monolith on a variety of projects and partnering with Silicon Knights for an as-yet-unannounced next-generation game. Perhaps most significantly, it recently purchased The Creative Assembly, the developer best known for its award-winning Total War series of real-time strategy PC games. The first console release to come from its pairing with Sega, however, is a combat-driven action-adventure entitled Spartan: Total Warrior.

Whereas The Creative Assembly's previous games put you in command of entire armies, Spartan has you assume the role of a single heroic warrior. Despite the change in genre, it manages to retain the epic spectacle for which its predecessors are known, thrusting you into the middle of some truly massive battles. The environments, which range from underground caverns to full-scale cities, boast impressive architecture that's made even more so when you consider the multitude of detailed soldiers engaged in convincing, dynamic combat all around you. In one scene atop a castle wall, enemy legionnaires pour from siege towers while catapults launch fiery projectiles at your allied ranks from outside the gate. Think Rome: Total War meets Dynasty Warriors, and you'll get the idea.

Rather than adhere to a strictly historical setting, the game blends a number of fantasy elements as you and your fellow Spartans take up arms against the Roman Empire. In addition to archers and swordsmen, you'll encounter bloodthirsty ogres and towering titans. You'll wield not only a sword and shield, but a variety of other weapons, including what appears to be a medieval flamethrower. Should man-made arms prove insufficient, you can also unleash powerful magic assaults that strike down multiple foes at once. With so many moves at your disposal and so many foes to contend with, the developers want players to think more tactically than they would in a simple hack-and-slash. If you wade into an enemy formation and hammer on the basic attack button, you won't last long.

Spartan: Total Warrior is slated for a September release on GCN. And if our first impressions are any indication, it could be the beginning of a return to prominence for the house that Sonic built.





# GAME WATCH FORECAST

## NINTENDO GAMECUBE

- 187 RIDE OR DIE
- ADVANCE WARS: UNDER FIRE
- BARNYARD
- BATMAN BEGINS
- BRATZ
- CHICKEN LITTLE
- THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
- CONAN: THE DARK AXE
- DEXTER'S LABORATORY
- DIGIMON WORLD 4
- DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
- FANTASTIC FOUR
- FIRE EMBLEM*
- FROGGER
- FUNKYDILLA
- GEIST
- HARVEST MOON: ANOTHER WONDERFUL LIFE
- THE INCREDIBLE HULK: ULTIMATE DESTRUCTION
- KILLER 7
- THE LEGEND OF ZELDA*
- MADAGASCAR
- MARVEL NEMESIS: RISE OF THE IMPERFECTS
- MEDAL OF HONOR: DOGS OF WAR
- MIDWAY ARCADE TREASURES 3
- MINI-GOLF MAYHEM
- MOBILE SUIT GUNDAM THE MOVIES
- NAMCO MUSEUM: 50TH ANNIVERSARY ARCADE COLLECTION
- NICKTOONS*
- ODAMA
- ONE PIECE: TREASURE BATTLE
- PAC-MAN WORLD 3
- PETER JACKSON'S KING KONG
- PILLAGE
- POKéMON XD
- PRINCE OF PERSIA 3
- ROCKET POWER: ZERO GRAVITY ZONE
- ROOM ZOOM
- SCOOBY-DOO! UNMASKED
- SHADOW THE HEDGEHOG
- SHREK SUPERSLAM
- SPARTAN: TOTAL WARRIOR
- SPIDER-MAN 3
- SPLINTER CELL 4
- SPONGEBOB SQUAREPANTS*
- STARCRAFT: GHOST
- TAK 3
- TEN PIN ALLEY 2
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TOM CLANCY'S RAINBOW SIX LOCKDOWN
- TOM CLANCY'S GHOST RECON 3
- X-MEN LEGENDS II
- WWE: DAY OF RECKONING 2
- WORLD CHAMPIONSHIP POKER
- WORLD CHAMPIONSHIP POOL 2004
- WORMS FORTS: UNDER SIEGE!
- ZATCH BELL

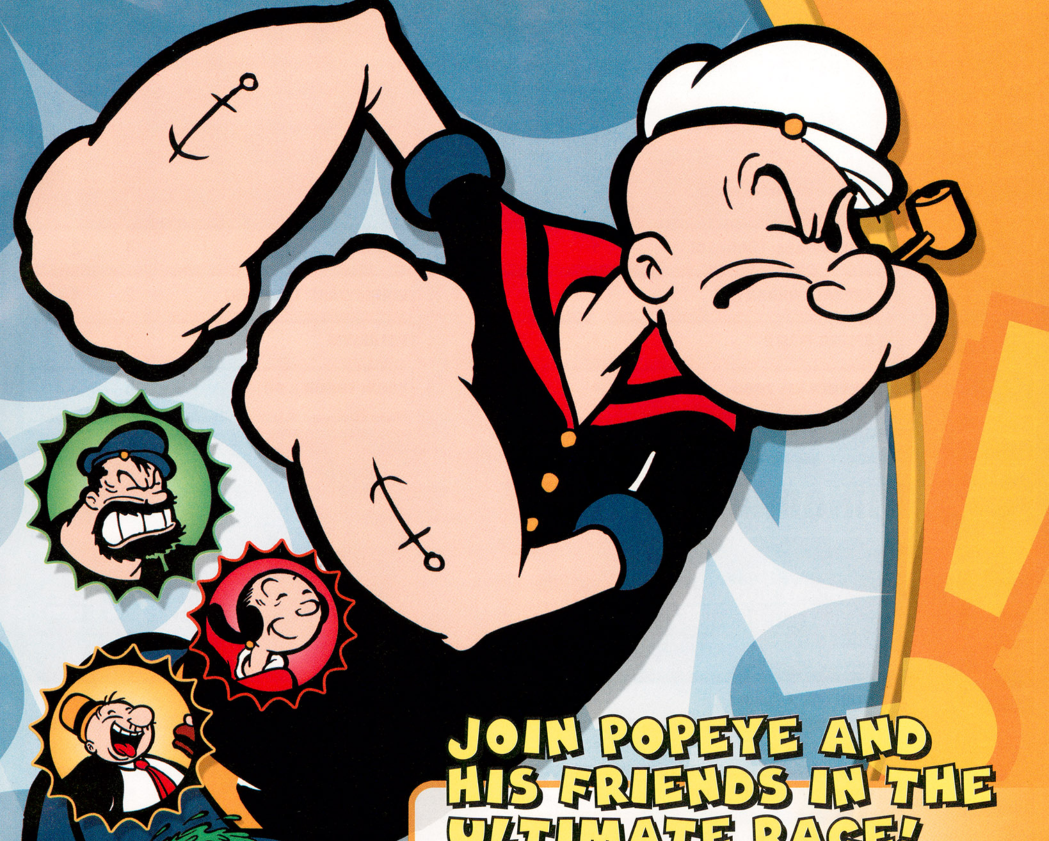
## GAME BOY ADVANCE

- AERIAL ACES
- BACKYARD BASEBALL
- BACKYARD SKATEBOARDING
- BARNYARD
- BATMAN BEGINS
- BEJEWELED
- BIONICLE: MAZE OF SHADOWS
- BRATZ
- CHICKEN LITTLE
- THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
- CINDERELLA: THE GAME
- CT SPECIAL FORCES 3: BIOTERROR
- CUSTOM ROBO GX
- DANNY PHANTOM*
- DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
- DK: KING OF SWING
- DRAGON BALL Z: TRANSFORMATION
- DYNASTY WARRIORS ADVANCE
- EVERGIRL*
- THE FAIRLY ODDPARENTS!*
- FAMISTA ADVANCE
- FIRE EMBLEM: THE SACRED STONES
- HAMTARO: RAINBOW RESCUE
- HARDCORE POOL
- HARVEST MOON: MORE FRIENDS OF MINERAL TOWN
- HERBIE FULLY LOADED
- HUGO BUKKAZOOM
- I-NINJA
- JUKA AND THE MONOPHONIC MENACE
- KIM POSSIBLE 3
- LADY SIA II
- LIZZIE MCGUIRE 3
- MADAGASCAR
- MEGA MAN ANNIVERSARY COLLECTION
- MEGA MAN BATTLE NETWORK 5: TEAM PROTOMAN/TEAM COLONEL
- MICKEY'S MAGICAL QUEST 3
- MR. DRILLER 2
- NICKTOONS*
- ONE PIECE: GRAND BATTLE
- PAC-MAN PINBALL ADVANCE
- PAYBACK
- PIRATE BATTLE
- POPEYE: RUSH FOR SPINACH
- POWER RANGERS
- RADIUM
- RAVE MASTER: SPECIAL ATTACK FORCE
- REBELSTAR: TACTICAL COMMAND
- RIVER KING
- RIVIERA: THE PROMISED LAND
- SANTA CLAUS SAVES THE EARTH
- SCOOBY-DOO! UNMASKED
- SCURGE: HIVE
- SHREK SUPERSLAM
- SIGMA STAR SAGA
- SPEED BALL 2: BRUTAL DELUXE
- SPONGEBOB SQUAREPANTS*
- *STAR WARS* EPISODE III: REVENGE OF THE SITH
- SUPER MONKEY TEAM HYPERFORCE GO!
- TAK 3
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- THAT'S SO RAVEN 2
- TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS: THE PUMPKIN KING
- TINY TOON ADVENTURES: SCARY DREAMS
- TOKYO XTREME RACER ADVANCE
- ULTMATE POCKET GAMES
- ULTIMATE TABLE GAMES
- WARIOWARE: TWISTED!
- W.I.T.C.H.
- WORLD REBORN
- X-BLADEZ: INLINE SKATER
- XYANIDE
- YOSHI TOPSY-TURVY

## NINTENDO DS

- ADVANCE WARS DS*
- AGE OF EMPIRES II: THE AGE OF KINGS
- AIR ASSAULT 2
- ANIMAL CROSSING DS*
- ANOTHER CODE*
- BARNYARD
- BOKTAI*
- BOMBERMAN DS*
- BRAIN TWISTING GAME VOL. 1*
- CADUCEUS
- CASTLEVANIA DS*
- CHORO-Q DS
- THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
- DRAGON BALL Z
- DRAGON BOOSTER
- DRAGON QUEST MONSTERS*
- DYNASTY WARRIORS*
- EGG MONSTER HEROES
- FINAL FANTASY III
- FINAL FANTASY: CRYSTAL CHRONICLES*
- FINDING NEMO
- FROGGER: HELMET HAVOC
- FUSHIGI NO DUNGEON
- THE GAME OF LIFE DS
- GOLDENEYE: ROGUE AGENT
- GYAKUTEN SAIBAN
- HARVEST MOON FOR DS*
- HISTORICAL SIMULATION GAME*
- THE INCREDIBLES
- INTERN TENDO DOKUTA
- JAM WITH THE BAND*
- JOHNNY ROCKETFINGERS
- KIM POSSIBLE 4*
- KIRBY CANVAS CURSE
- LEGEND OF THE RIVER KING*
- THE LEGEND OF ZELDA: FOUR SWORDS*
- LIZZIE MCGUIRE*
- LOST IN BLUE
- LUNAR GENESIS
- MADAGASCAR
- MAH-JONG*
- MARIO KART DS*
- MEGA MAN BATTLE NETWORK
- METEOS
- METROID PINBALL
- METROID PRIME HUNTERS
- MINNA NO MAHJONG*
- MOBILE SUIT GUNDAM SEED
- MONSTER RANCHER
- MOONLIGHT FABLES*
- NANOSTRAY
- NEED FOR SPEED UNDERGROUND 2
- NEW SUPER MARIO BROS.*
- NICKTOONS*
- NINTENDOGS*
- ONE PIECE
- ORGANIZER PLUS
- PAC 'N ROLL
- PETER JACKSON'S KING KONG
- PRINCE OF PERSIA: WARRIOR WITHIN
- PUYO POP FEVER
- QUAD DESERT FURY 2
- RACE GAME*
- SCOOBY-DOO! UNMASKED
- SECRET OF MANA*
- SHIN MEGAMI TENSEI DS
- SHREK SUPERSLAM
- SHOGUN WARRIOR
- SLIME MORIMORI DRAGON QUEST*
- SNOWBOARD KIDS DS
- SONIC DS*
- SPACE INVADERS REVOLUTION
- SPONGEBOB SQUAREPANTS*
- *STAR WARS* EPISODE III: REVENGE OF THE SITH
- SUPER PAC-MAN PINBALL
- SUPER PRINCESS PEACH
- TAK 3
- TEXAS HOLD 'EM POKER
- TEXAS HOLD 'EM POKER PACK
- THAT'S SO RAVEN*
- TOM CLANCY'S SPLINTER CELL: CHAOS THEORY
- ULTIMATE BRAIN GAMES
- ULTIMATE CARD GAMES
- ULTIMATE POCKET GAMES
- URUSEIYATSURA
- VANDAL HEARTS*
- VIEWTIFUL JOE
- WINX*
- WORLD SOCCER WINNING ELEVEN*
- YU-GI-OH!: NIGHTMARE TROUBADOUR
- ZOO TYCOON

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
* WORKING TITLE



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13 methods of travel! Race on foot, by boat, skateboard, pogo stick, jet pack, jungle vine and more.

Compete in 5 thrilling modes - Time Rush, Quick Rush, Adventure, Challenge and Team Rush - and race with (or against!) a friend in Two-Player Link Mode.

Race from the jungle to the moon and beyond, collecting power-ups to bash baddies along the way.

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EVERYONE
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CONTENT RATED BY ESRB
Mild Cartoon Violence

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GAME BOY ADVANCE

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# POWER CHARTS.192

## Nintendo DS

Meteos fever continues to grip the NP offices. We propose that there are few things more enjoyable than bringing about the apocalyptic destruction of entire planets that represent your co-workers.

### TOP-SELLING GAMES* NINTENDO DS

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | SUPER MARIO 64 DS | • | 1 |
| 2 | WARIOWARE: TOUCHED! | • | 1 |
| 3 | ASPHALT: URBAN GT | • | 1 |
| 4 | SPIDER-MAN 2 | • | 1 |
| 5 | MADDEN NFL 2005 | • | 1 |

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

### PLAYER'S CHOICE* NINTENDO DS

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | METEOS | 1 | 2 |
| 2 | PAC-PIX | 4 | 2 |
| 3 | WARIOWARE: TOUCHED! | 2 | 4 |
| 4 | POLARIUM | 3 | 3 |
| 5 | YOSHI TOUCH & GO | 5 | 3 |

*Player's Choice and Most Wanted information courtesy of the NP Krew.

## Nintendo GameCube

Capcom reigns over both GCN charts this month as Resident Evil 4 remains the best-selling game for the second month running, and we delve deeper into the madness that is Killer 7.

### TOP-SELLING GAMES* NINTENDO GAMECUBE

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | RESIDENT EVIL 4 | 1 | 2 |
| 2 | STAR FOX: ASSAULT | • | 1 |
| 3 | NBA STREET V3 | • | 1 |
| 4 | SUPER MARIO SUNSHINE | 3 | 23 |
| 5 | MARIO PARTY 6 | 2 | 3 |
| 6 | SUPER SMASH BROS. MELEE | 5 | 37 |
| 7 | SONIC MEGA COLLECTION | 8 | 15 |
| 8 | THE LEGEND OF ZELDA: THE WIND WAKER | 4 | 14 |
| 9 | NEED FOR SPEED: UNDERGROUND | • | 5 |
| 10 | MARIO GOLF: TOADSTOOL TOUR | • | 6 |

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

### PLAYER'S CHOICE* NINTENDO GAMECUBE

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | KILLER 7 | 2 | 3 |
| 2 | DONKEY KONG JUNGLE BEAT | 1 | 4 |
| 3 | RESIDENT EVIL 4 | 3 | 5 |
| 4 | TOM CLANCY'S SPLINTER CELL: CHAOS THEORY | • | 1 |
| 5 | TIMESPLITTERS: FUTURE PERFECT | 4 | 4 |
| 6 | FIGHT NIGHT: ROUND 2 | 6 | 3 |
| 7 | MVP BASEBALL 2005 | 5 | 2 |
| 8 | METROID PRIME 2 ECHOES | 9 | 7 |
| 9 | DONKEY KONGA 2 | • | 1 |
| 10 | MORTAL KOMBAT: DECEPTION | • | 1 |

*Player's Choice and Most Wanted information courtesy of the NP Krew.

## Future Release

### MOST WANTED

| | | PLATFORM | PRIOR POSITION | MO. ON CHART |
|---|---|---|---|---|
| 1 | THE LEGEND OF ZELDA | GCN | 1 | 8 |
| 2 | CASTLEVANIA | NDS | 2 | 3 |
| 3 | ANIMAL CROSSING | NDS | • | 1 |
| 4 | LUNAR GENESIS | NDS | • | 1 |
| 5 | SPARTAN: TOTAL WARRIOR | GCN | • | 1 |

**KEY:**
NINTENDO GAMECUBE
GAME BOY ADVANCE
NINTENDO DS

# Game Boy

Namco Museum, which has been available only since the birth of civilization, actually moves up on the sales chart this month. Evidently, a lot of people have finally moved past Pong and want to catch up with the hot games of 1980.

## TOP-SELLING GAMES* GAME BOY

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | THE LEGEND OF ZELDA: THE MINISH CAP | 1 | 2 |
| 2 | KINGDOM HEARTS: CHAIN OF MEMORIES | 2 | 3 |
| 3 | POKéMON FIRERED | 6 | 6 |
| 4 | THE INCREDIBLES | 3 | 4 |
| 5 | THE SPONGEBOB SQUAREPANTS MOVIE | 5 | 4 |
| 6 | YU-GI-OH!: 7 TRIALS TO GLORY | • | 1 |
| 7 | POKéMON LEAFGREEN | 7 | 6 |
| 8 | NAMCO MUSEUM | 10 | 15 |
| 9 | SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3 | 9 | 16 |
| 10 | DONKEY KONG COUNTRY 2 | 8 | 3 |

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

## PLAYER'S CHOICE* GAME BOY

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | FIRE EMBLEM: THE SACRED STONES | 1 | 3 |
| 2 | WARIOWARE: TWISTED! | 2 | 4 |
| 3 | THE LEGEND OF ZELDA: THE MINISH CAP | 4 | 6 |
| 4 | KLONOA 2: DREAM CHAMP TOURNAMENT | 3 | 6 |
| 5 | *STAR WARS* EPISODE III: REVENGE OF THE SITH | • | 1 |
| 6 | FINAL FANTASY I & II: DAWN OF SOULS | • | 6 |
| 7 | METROID: ZERO MISSION | • | 9 |
| 8 | RACING GEARS ADVANCE | • | 4 |
| 9 | KINGDOM HEARTS: CHAIN OF MEMORIES | 7 | 7 |
| 10 | SCURGE: HIVE | • | 1 |

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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CHECK THE RATINGS ON EVERY VIDEO GAME BOX
EARLY CHILDHOOD
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MATURE 17+
ADULTS ONLY 18+
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ON BACK
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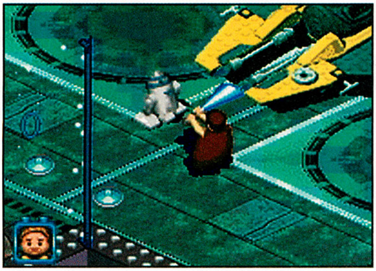
Mild Lyrics
ESRB CONTENT RATING www.esrb.org
ESRB
Entertainment Software Rating Board
WWW.ESRB.ORG

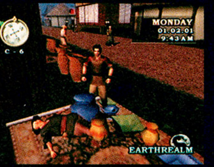
## SCREEN TEST

A long time ago in galaxy far, far away people were made out of preformed plastic rectangles. It's lasers versus LEGOs in this month's laugh-riotous screen test. If you've got the comic chops to top our line, send your best to poweron@nintendopower.com.



This is what you get for calling me a blockhead!

## YOUR SCREEN TEST CAPTIONS



**Our line was: You'll be floored by our low, low prices!**

Dude. . . it has to be snowing to make snow angels. You're just wasting your time. *—Ryan G.*

$500 for a soup bowl!? That's outrageous! *—Jeremy S.*

You're next, vase! *—SubrosianDude*

Hello? I'd like to buy some deodorant. Wha? Oh, come on. Is it really that bad? *—Ref.Fred*

I was taught the ancient art of bargaining. *—Mac W.*

Where's my change? *—Jacob C.*

Another case of the Mondays. . . . *—Owen O.*

Oh, man! There's gotta be an easier way to earn a buck around here. *—Paul M.*

Sleeping on the job, eh? Two words: You're fired! *—Kevin S.*

I told you I won't go any lower! *—Green Yoshi*

That guy will make a great rug in my living room. *—Travis R.*

Soon, everyone will be a crime scene investigator. *—Andreas W.*

Now that he's out, I shall rub his magic blue pot to take his genie. *—Chayne P.*

My back! My back! My . . . Hey! This wall needs a fresh coat of paint! *—Ricky D.*

Gwa ha ha ha ha! First, the pottery shop. Then, the world! Gwa ha ha ha ha! *—Shinzo1993*

# WHO SAYS VIDEO GAMES AREN'T EDUCATIONAL?

Ahh, spring quarter. Time to reflect on all of the things you've learned during the school year—like no matter how many times you try, the cafeteria candy machine will never take that Canadian quarter. (If you're in Canada, please change the last reference to "piece of scrap metal.") We at NP are not in school anymore, but we're learning lots just from sitting around and playing video games all day. It's not book learnin', but here's a sampling of what games have taught us in the the past few months.

## SCIENCE

You can make a rocket ship from skis, goggles, a flashlight, a calculator and a soda bottle.—**The Adventures of Jimmy Neutron, Boy Genius: Attack of the Twonkies**

If you travel back in time, you can meet yourself and hand over helpful items. —**TimeSplitters: Future Perfect**

## LINGUISTICS

If you eat the right kinds of nuts, you can learn foreign languages.—**The Legend of Zelda: The Minish Cap**

## ZOOLOGY

Not only can animals talk, but they can shoot weapons and pilot spacecraft. —**Star Fox: Assault**

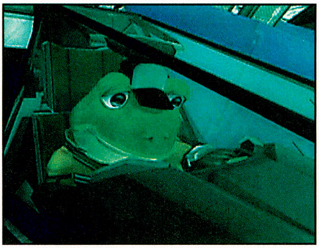
## BIOLOGY

Alien creatures have sharp talons, sharper teeth and orifices that emit lasers and poisonous gas.—**Metroid Prime 2 Echoes**

## WORLD AFFAIRS

The people in some small European villages are pitchfork-brandishing, chainsaw-wielding loons.—**Resident Evil 4**

Cortez meets Cortez, and we learn about the Time-Space Continuum.



Slippy in space. That talented frog can really dissect the space aliens.

These guys aren't still angry about that whole "Freedom Fries" fiasco, are they?

# DIGIMON

DIGITAL MONSTERS®

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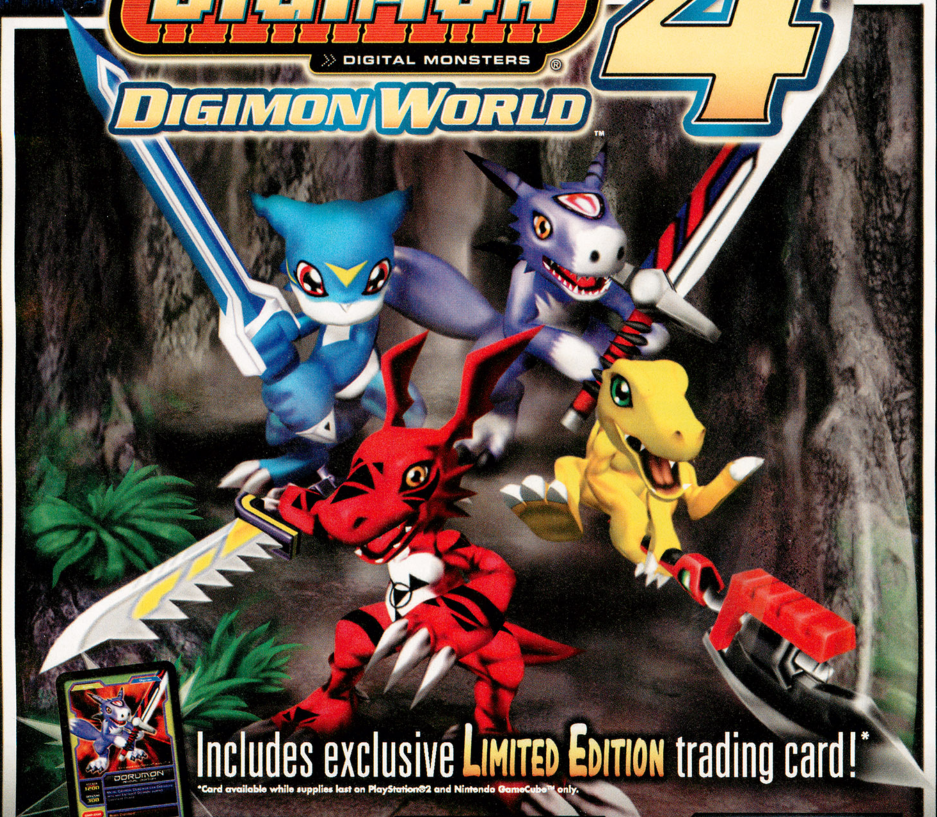

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135
50
122
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Simultaneous play for up to 4 players at a time!

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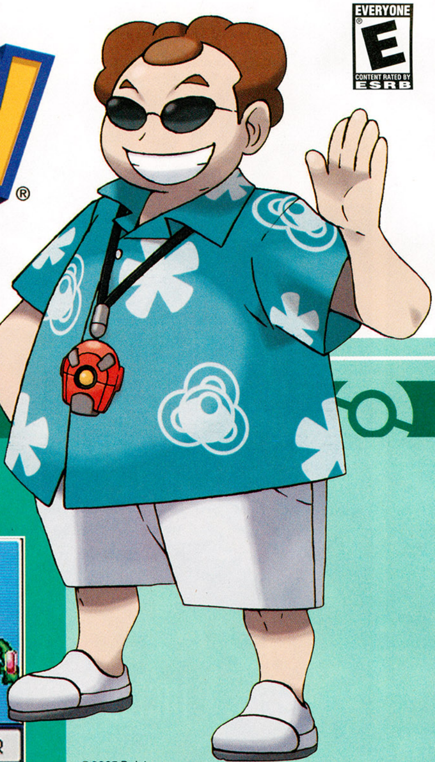
# WELCOME TO THE TOUGHEST PLACE IN HOENN.

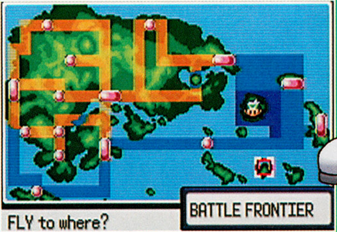
# POKéMON® EMERALD VERSION

EVERYONE E CONTENT RATED BY ESRB



## THE WILD FRONTIER

In last month's Pokécenter, we gave a quick overview of the newest challenge for expert Pokémon Trainers—Pokémon Emerald's Battle Frontier. Packed with seven facilities, each with its own way to battle, the Battle Frontier will put even the most seasoned Pokémon master to the test. This month, we're traveling the whole island, step by step, revealing all of the new places to go and things to do. We have info on every facility, locations for wild Pokémon, store listings and everything else of note on the island.



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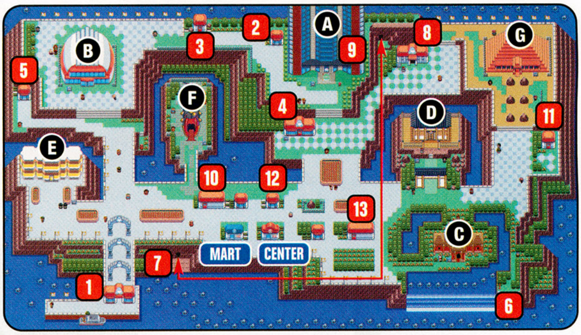
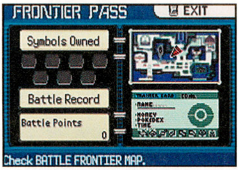
- **A** BATTLE TOWER page 31
- **D** BATTLE ARENA page 33
- **G** BATTLE PYRAMID page 34
- **B** BATTLE DOME page 32
- **E** BATTLE FACTORY page 33
- **C** BATTLE PALACE page 32
- **F** BATTLE PIKE page 34

### POKéMART

| | | | |
|---|---|---|---|
| CALCIUM | 9,800 | MAX POTION | 2,500 |
| CARBOS | 9,800 | MAX REPEL | 700 |
| FULL HEAL | 600 | PROTEIN | 9,800 |
| FULL RESTORE | 3,000 | REVIVE | 1,500 |
| HP UP | 9,800 | ULTRA BALL | 1,200 |
| HYPER POTION | 1,200 | ZINC | 9,800 |
| IRON | 9,800 | | |



## 1 FRONTIER PASS


FRONTIER PASS

Symbols Owned

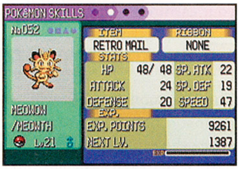
Battle Record

Battle Points 0

Check BATTLE FRONTIER MAP.

A lady in the waiting room on the dock will meet you when you first arrive at the Battle Frontier. She'll take your Trainer Card and update it to the Frontier Pass. The pass is necessary to enter the various tournaments on the island, and includes a map to help you get around.

## 2 QUICK TRADE


POKéMON SKILLS

No052

MEOWOW /MEOWTH Lv.21

ITEM: RETRO MAIL

RIBBON: NONE

STATS

| | | | |
|---|---|---|---|
| HP | 48/ 48 | SP. ATK | 22 |
| ATTACK | 24 | SP. DEF | 19 |
| DEFENSE | 20 | SPEED | 47 |

EXP.

EXP. POINTS 9261

NEXT LV. 1387

The girl in the house next to the Battle Tower is looking for a Skitty in trade for her Meowth. If you choose to trade with her, the Meowth you receive will be approximately the same level as the Skitty you give up.

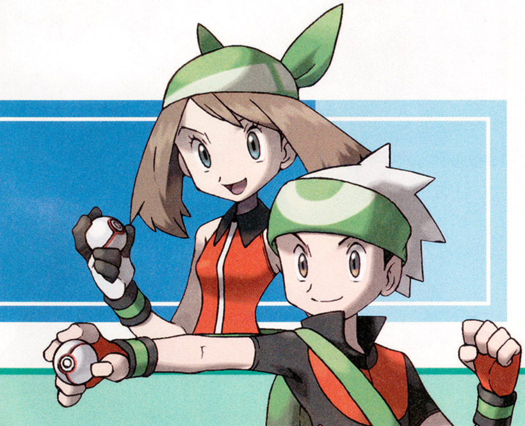
## 3 SCOTT'S HOUSE

SCOTT: Every TRAINER is an individual. They all lead lives of their own.♥

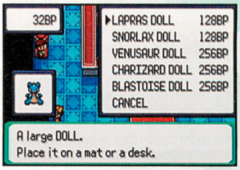
Scott, the owner of the Battle Frontier, lives on the north side of the island between the Battle Dome and Battle Tower. Speak with him after you reach certain milestones to receive special items. The chart below shows which prizes you receive for accomplishing which tasks.

| CONDITION | PRIZE |
|---|---|
| Win 50 matches | SILVER SHIELD |
| Win 100 matches | GOLD SHIELD |
| Collect all Silver Symbols | LANSAT BERRY** |
| Collect all Gold Symbols | STARF BERRY** |

**The Lansat Berry and Starf Berry are available only from Scott. Plant them right away and remember to harvest more whenever you can.



## 4 STOCK EXCHANGE


32BP

▶LAPRAS DOLL 128BP
SNORLAX DOLL 128BP
VENUSAUR DOLL 256BP
CHARIZARD DOLL 256BP
BLASTOISE DOLL 256BP
CANCEL

A large DOLL.
Place it on a mat or a desk.

The four salespersons in the Battle Point Exchange Service Corner each sell a different kind of product. The decorations for your Secret Base tend to be quite expensive, but the Pokémon power-ups are a steal at 1 BP each. Boost your party between tackling the Frontier facilities.

### FAR-LEFT SALESPERSON

| | | | |
|---|---|---|---|
| CHIKORITA DOLL | 80 BP | KISS POSTER | 16 BP |
| CLEFAIRY DOLL | 48 BP | MEOWTH DOLL | 48 BP |
| CYNDAQUIL DOLL | 80 BP | SMOOCHUM DOLL | 32 BP |
| DITTO DOLL | 48 BP | TOGEPI DOLL | 48 BP |
| KISS CUSHION | 32 BP | TOTODILE DOLL | 80 BP |

### FAR-RIGHT SALESPERSON

| | | | |
|---|---|---|---|
| BRIGHT POWDER | 64 BP | MENTAL HERB | 48 BP |
| CHOICE BAND | 64 BP | QUICK CLAW | 48 BP |
| FOCUS BAND | 64 BP | SCOPE LENS | 64 BP |
| KING'S ROCK | 64 BP | WHITE HERB | 48 BP |
| LEFTOVERS | 48 BP | | |

### MIDDLE-LEFT SALESPERSON

| | | | |
|---|---|---|---|
| BLASTOISE DOLL | 256 BP | SNORLAX DOLL | 128 BP |
| CHARIZARD DOLL | 256 BP | VENUSAUR DOLL | 256 BP |
| LAPRAS DOLL | 128 BP | | |

### MIDDLE-RIGHT SALESPERSON

| | | | |
|---|---|---|---|
| CALCIUM | 1 BP | IRON | 1 BP |
| CARBOS | 1 BP | PROTEIN | 1 BP |
| HP UP | 1 BP | ZINC | 1 BP |

## 5 A GOOD EDUCATION

The two ladies in the house west of the Battle Dome would prefer to relive their Trainer glories all day, but they'll pause long enough to pass on their wisdom to your Pokémon. For the right price, they'll teach your Pokémon some pretty awesome moves.

### LEFT OLD LADY

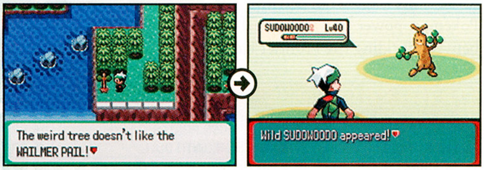
| | | | |
|---|---|---|---|
| BODY SLAM | 48 BP | ROCK SLIDE | 48 BP |
| COUNTER | 48 BP | SEISMIC TOSS | 24 BP |
| DREAM EATER | 24 BP | SOFTBOILED | 16 BP |
| MEGA KICK | 48 BP | SWORDS DANCE | 48 BP |
| MEGA PUNCH | 24 BP | THUNDER WAVE | 48 BP |

### RIGHT OLD LADY

| | | | |
|---|---|---|---|
| DEFENSE CURL | 16 BP | MUD–SLAP | 24 BP |
| ENDURE | 48 BP | PSYCH UP | 48 BP |
| FIRE PUNCH | 48 BP | SNORE | 24 BP |
| ICE PUNCH | 48 BP | SWIFT | 24 BP |
| ICY WIND | 24 BP | THUNDERPUNCH | 48 BP |

## 6 HIDDEN IN THE TREES

On the far southeastern tip of the Battle Frontier, a lady mentions that there is an odd tree up ahead. But it isn't a tree at all—the mysterious Sudowoodo waits incognito at the end of the trail. Despite its leafy appearance, the Sudowoodo is actually a hard-hitting Rock-type Pokémon.



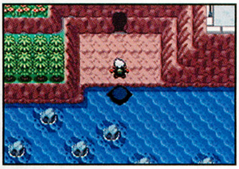
The weird tree doesn't like the WAILMER PAIL!

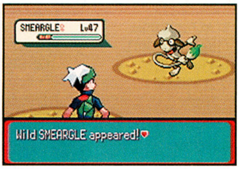
Wild SUDOWOODO appeared!

Stand next to the suspicious-looking tree and water it with the Wailmer Pail. The tree will reveal itself as Sudowoodo. Be ready to catch it—you won't be able to grab another anywhere else in Hoenn.

## 7 UNDERGROUND SECRET

Once you've caught or defeated Sudowoodo, you will be able to surf from the coast next to where it stood. Head down the waterfall below the Battle Palace, then move west to find the Artisan Cave entrance. Wild Smeargle abound in the cave, as does as a collection of stat-raising items.


From below the Battle Palace, sail along the south edge of the Battle Frontier to locate a seaside cave.

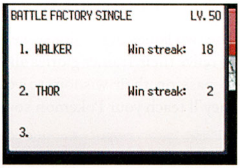


Wild SMEARGLE appeared!

You should have no trouble finding the usually elusive Smeargle inside the Artisan Cave.

## 8 RANKING HALL

Your endeavors throughout the Battle Frontier are memorialized on plaques in the Ranking Hall. The records of friends you have linked with will also appear on the ranking boards so you can see how well you stack up against them.


BATTLE FACTORY SINGLE LV. 50

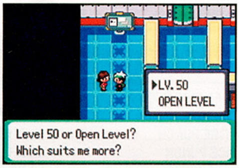
1. WALKER Win streak: 18

2. THOR Win streak: 2

3.

## 9 MEET THE FANS

You'll occasionally come across fans of yours who will ask you questions about Pokémon battle strategy. After you answer their questions, the fans will appear in the Battle Salon. You can then choose one of the fans to be your partner or your opponent in the Battle Tower Multi Battles.



Level 50 or Open Level? Which suits me more?

## 10 FRONTIER FAN

The Frontier Brains can sometimes be hard to find. Fortunately, the Frontier Fan seems to have insider information on where you can find one. Speak to the fan, then head to the location he mentions.

## 11 ALL OR NOTHING

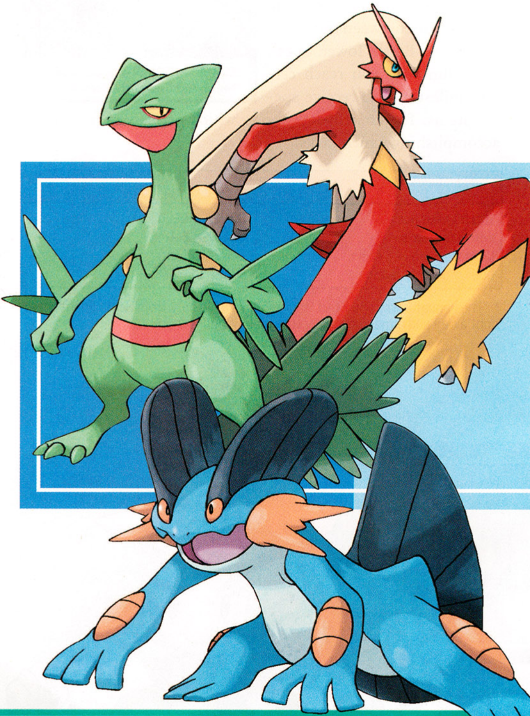
Once you have earned three Frontier Symbols, head to the house on the eastern shore. Inside, you can gamble your BP in Trainer matches. Put all of your BP on the line for a chance to double your earnings—or go broke trying.

## 12 THE PERFECT BREED

The Pokémon Breeder will tell you how your Pokémon ranks against others of the same type and level. No two Pokémon are alike—he can give you insight as to whether a Pokémon in your party is better than usual, and identify its strongest abilities.

## 13 PSYCHIC-TYPE GIRL

The young girl in the house west of the Battle Palace can read the minds of the Pokémon you present to her. Gain valuable wisdom about your team by showing her each member.



# BATTLE FRONTIER REGULATIONS

Although each facility has its own set of rules, several guidelines apply to every venue. Study and remember them—you don't want to plan a strategy that you will later learn is against the rules.

### Two Courses

**Choose one of two systems at the start of a challenge. The Level 50 system permits Pokémon only up to Level 50; all opponent Pokémon will be right at Level 50. The Open Level system allows Pokémon up to Level 100. Opponents will roughly match your Pokémon levels, but will never be below Level 60.**

### Restricted Pokémon

**Not all Pokémon are allowed to compete on the Battle Frontier. Egg Pokémon and some Legendary Pokémon are prohibited. Additionally, you cannot have two of the same Pokémon in your party.**

### Held Items

**Normally, Pokémon on your team can carry held items in any event, but no two Pokémon are ever allowed to have the same item at the same time.**

### Double Knockout

**If both your Pokémon and your opponent's faint at the same time, you lose. The one exception is the Battle Dome, where a judge will decide the outcome.**

## DIVERSITY IS KEY

The arenas of the Battle Frontier are all very different, but one strategy applies to all of them—make your party diverse enough to handle virtually any situation. Consider everything when you're assembling your team—your Pokémon's types and move types, the items your Pokémon are holding and what your Pokémon's levels are. Failure to recognize the value of one of these elements will exclude you from the ranks of winning Trainers.

## WINNING FRONTIER SYMBOLS

Earn Frontier Symbols from each facility's Frontier Brain. A Frontier Brain will show up after you have completed a facility's challenge a certain number of times. For example, you must win in the Battle Pike twice for Frontier Brain Lucy to appear, then beat her to earn the Silver Symbol. Triumph in the Battle Pike ten more times for a chance to challenge Lucy for the Gold Symbol.

A terrifying event, yes, a horrible one, is about to befall you...♥

PIKE QUEEN LUCY would like to battle!♥

### POKéMON TYPES AND ABBREVIATIONS

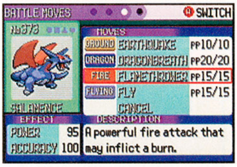
| | |
|---|---|
| BUG | BUG |
| DARK | DRK |
| DRAGON | DRG |
| ELECTRIC | ELC |
| FIGHTING | FTG |
| FIRE | FIRE |
| FLYING | FLY |
| GHOST | GHO |
| GRASS | GRS |
| GROUND | GRD |
| ICE | ICE |
| NORMAL | NRM |
| POISON | PSN |
| PSYCHIC | PSY |
| ROCK | RCK |
| STEEL | STL |
| WATER | WTR |

# BATTLE TOWER

The Battle Tower's system is simple—choose three Pokémon to take through seven battles; the Trainers you will face also have only three Pokémon each. The first rounds are relatively easy, but they get progressively harder. The Battle Tower attendant will heal your Pokémon after each battle. Defeat seven Trainers in a row to claim victory and earn a few Battle Points. Remember to equip your Pokémon with held items, particularly status-recovering berries—they can restore a condition without costing you a turn.

## ALL-AROUND TOUGH

You can't predict what kind of Pokémon you will encounter inside the Battle Tower, so be sure to bring along strong Pokémon, regardless of type. Consider always taking in a Steel-type Pokémon—its high Defense against nearly every type of Pokémon will pay off big.



SALAMENCE

| | | |
|---|---|---|
| GROUND | EARTHQUAKE | PP10/10 |
| DRAGON | DRAGONBREATH | PP20/20 |
| FIRE | FLAMETHROWER | PP15/15 |
| FLYING | FLY | PP15/15 |
| | CANCEL | |

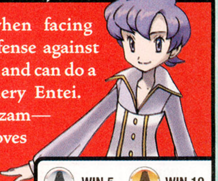
POWER 95
ACCURACY 100

A powerful fire attack that may inflict a burn.

## SALON MAIDEN: ANABEL

| ALAKAZAM | PSY | ENTEI | FIRE | SNORLAX | NRM |
|---|---|---|---|---|---|
| THUNDERPUNCH | ELC | FIRE BLAST | FIRE | BODY SLAM | NRM |
| FIRE PUNCH | FIRE | ??? | ??? | BELLY DRUM | NRM |
| ICE PUNCH | ICE | RETURN | NRM | ??? | ??? |
| ??? | ??? | ROAR | NRM | SHADOW BALL | GHO |

### RECOMMENDED MOVE TYPES: GROUND, WATER



Use Rock-type Pokémon when facing Anabel—they have strong defense against Snorlax's Normal-type attacks, and can do a lot of damage against the fiery Entei. Watch out for Anabel's Alakazam—it's a Psychic-type, but its moves are of all different types, and are very powerful.

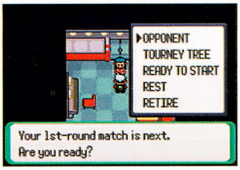
WIN 5 WIN 10

# BATTLE DOME

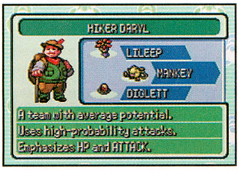
You must choose three Pokémon, but only two Pokémon will enter battle—you'll be able to pick which two before each melee. You'll examine your opponent's three Pokémon (from which he will choose two). The tourney features a 32-team bracket system—defeat four Trainers to win the tourney and earn BP.

## HISTORY REPEATING

Not only do you have a chance to see which Pokémon your next opponent Trainer might bring into battle, you can also examine the Trainer's trends. Some Trainers may favor speedy attacks or one-hit KOs, while others may emphasize status-altering conditions to wear down their opponent. During the battle, remember all of the information you've gathered.



Your 1st-round match is next.
Are you ready?



A team with average potential.
Uses high-probability attacks.
Emphasizes HP and ATTACK.

## DOME ACE: TUCKER

| SALAMENCE | DRG-FLY | SWAMPERT | WTR-GRD | CHARIZARD | FIRE-FLY |
|---|---|---|---|---|---|
| EARTHQUAKE | GRD | ??? | ??? | ??? | ??? |
| BRICK BREAK | FTG | ??? | ??? | ROCK SLIDE | RCK |
| ??? | ??? | ICE BEAM | ICE | ??? | ??? |
| ??? | ??? | COUNTER | FTG | EARTHQUAKE | GRD |

### RECOMMENDED MOVE TYPES: WATER, ICE

Your best bet is to equip non-Ice-type Pokémon with Ice-type attacks—they will cause a lot of damage to Salamence and Swampert, and are not vulnerable to heavy damage from the likes of Earthquake and Counter. Flying-types will also fare well against Earthquake attacks.

WIN 5 WIN 10

# BATTLE PALACE

The Battle Palace will completely change how you prepare your team for battle. Your Pokémon will decide for themselves which moves they will use—the only thing you can do is teach them moves they would prefer. The moves they prefer depend solely on their nature; the chart below shows which natures like which kinds of moves. In general, attack moves cause damage, defense moves protect your Pokémon and boost stats, and support moves change the stats and condition of opponent Pokémon.

### POKéMON NATURES AND MOVE PREFERENCES

| NATURE | ATTACK | DEFENSE | SUPPORT | CHANGE |
|---|---|---|---|---|
| ADAMANT | = | = | = | ATTACK |
| BASHFUL | = | ++ | -- | NONE |
| BOLD | = | - | ++ | DEFENSE |
| BRAVE | ++ | -- | -- | DEFENSE |
| CALM | + | ++ | -- | DEFENSE |
| CAREFUL | + | ++ | -- | SUPPORT |
| DOCILE | ++ | - | - | NONE |
| GENTLE | - | ++ | -- | ATTACK |
| HARDY | ++ | -- | = | NONE |
| HASTY | ++ | = | -- | ATTACK |
| IMPISH | ++ | -- | = | DEFENSE |
| JOLLY | = | -- | ++ | DEFENSE |
| LAX | = | -- | ++ | SUPPORT |
| LONELY | - | = | ++ | ATTACK |
| MILD | + | ++ | -- | SUPPORT |
| MODEST | = | + | - | DEFENSE |
| NAIVE | ++ | - | - | NONE |
| NAUGHTY | - | ++ | -- | ATTACK |
| QUIET | ++ | - | - | NONE |

### NATURE CHART CONTINUED...

| NATURE | ATTACK | DEFENSE | SUPPORT | CHANGE |
|---|---|---|---|---|
| QUIRKY | ++ | - | - | NONE |
| RASH | = | -- | ++ | SUPPORT |
| RELAXED | = | -- | ++ | ATTACK |
| SASSY | ++ | -- | -- | SUPPORT |
| SERIOUS | = | -- | ++ | NONE |
| TIMID | ++ | -- | = | SUPORT |

++ favorite move + likes move = normal/basic move - dislikes move
-- hates move. Some natures will change preferred moves when HP is low.

## PALACE MAVEN: SPENSER

| CROBAT | PSN-FLY | SLAKING | NRM | LAPRAS | WTR-ICE |
|---|---|---|---|---|---|
| ??? | ??? | EARTHQUAKE | GRD | ICE BEAM | ICE |
| DOUBLE TEAM | NRM | ??? | ??? | HORN DRILL | NRM |
| TOXIC | PSN | SHADOW BALL | GHO | ??? | ??? |
| ??? | ??? | ??? | ??? | ??? | ??? |

### RECOMMENDED MOVE TYPES: ELECTRIC, FIGHTING

Watch out for Crobat's Toxic—if it goes untreated, it will wear down your Pokémon quickly. Use Slaking's Truant ability to your advantage—swap out Pokémon and use items when you don't have to worry about the big brute attacking.

WIN 3 WIN 6

# BATTLE ARENA

In the might-makes-right world of the Battle Arena, most strategy is thrown out the window. With only three rounds to impress the judges, and without being allowed to use items or switch out Pokémon, you'll need to have your most powerful team members shoulder the load. You won't have time to finesse your way around opponents' tougher Pokémon—strike quick and hard.

### Mind

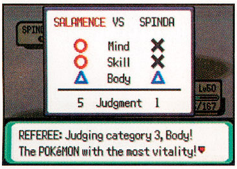
The judges prefer aggressive play—stick to direct attacks to draw their favor in the Mind category. Also, because a match is only three rounds long, try to get in as much damage as possible.

### Skill

It is difficult to work type matchups to your advantage, but supereffective moves will still turn the judges' heads. Extrapowerful attacks, regardless of type, will make a great impression on the judges, as well.

### Body

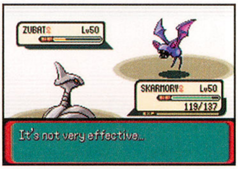
The Body judgment compares your received damage to your opponent's, and considers whetheryour status has been affected by a status condition.



| SALAMENCE | VS | SPINDA |
|---|---|---|
| ○ | Mind | ✕ |
| ○ | Skill | ✕ |
| △ | Body | △ |
| 5 | Judgment | 1 |

REFEREE: Judging category 3, Body!
The POKéMON with the most vitality!♥

The judge's decision determines whether your Pokémon or your opponent's gets bumped from the fight.



It's not very effective...

Steel-type Pokémon defend against many other types very well, a critical aspect in the Battle Arena.

## HIT 'EM WHERE IT HURTS

Attacks that cause status changes are extremely useful. Moves such as Thunderpunch, which could cause Paralysis, and Sludge, which may poison your foe, impress the judges in both the Mind and Body categories.

## ARENA TYCOON: GRETA

| HERACROSS | BUG-FTG | UMBREON | DRK | SHEDINJA | BUG-GHO |
|---|---|---|---|---|---|
| MEGAHORN | BUG | BODY SLAM | NRM | SHADOW BALL | NRM |
| ROCK TOMB | RCK | CONFUSE RAY | GHO | RETURN | GHO |
| ??? | ??? | ??? | ??? | ??? | ??? |
| ??? | ??? | ??? | ??? | ??? | ??? |

**RECOMMENDED MOVE TYPE: FLYING**

Watch out for Greta's Shedinja—its Wonder Guard ability will nullify many of your Pokémon's attacks. Be sure to include a Flying-type in your party—it'll damage the Shedinja as well as the Heracross. To counter the Dark-type Umbreon, put a Fighting-type in your party's second position.

WIN 4 WIN 8

# BATTLE FACTORY

Don't worry about building up your Pokémon for the Battle Factory—all contestants use rental Pokémon. Since you must pick only three Pokémon from a pool of six, be sure to choose Pokémon that complement each other well. To spice up the rental system, at the end of each battle, you get to trade one of your rented Pokémon for a Pokémon from the team you just defeated.

### Never overlap weaknesses

Avoid using Pokémon that, despite having different strengths, have the same weakness. For example, it may seem smart to have a Water-type, an Electric-type and a Grass-type in your party, but none of them will fare well against another Grass-type.

### Check stats and moves

Rental Pokémon might have some attacks you weren't expecting—be sure to examine their moves lists before making your selection.

### Consider the held item

Watch what held item a Pokémon uses in battle. When you trade for that Pokémon, it will be holding that item.

## SCOUT THE COMPETITION

You can't check the summary of a Pokémon you're about to trade for. Pay attention to the moves opponents use in battle to determine which Pokémon you'd like to get when you swap.

## RENT TO OWN

Trade Pokémon with defeated Trainers to improve your own Pokémon pool. Be sure to trade after every win—the more you trade, the stronger the Pokémon you can rent.

| TRADES | RENTAL POKéMON |
|---|---|
| 0 – 14 | 0 powerful – 6 normal |
| 15 – 21 | 1 powerful – 5 normal |
| 22 – 28 | 2 powerful – 4 normal |
| 29 – 35 | 3 powerful – 3 normal |
| 36 – 42 | 4 powerful – 2 normal |
| 42 – 100 | 5 powerful – 1 normal |

## FACTORY HEAD: NOLAND

**RECOMMENDED MOVE TYPE: UNKNOWN**

Noland also uses rental Pokémon, which means his team is entirely unpredictable. Just be sure to have a well-balanced team when you face him. Hopefully, you'll have been trading Pokémon with other Trainers to build a pool of powerful rentals.

WIN 3 WIN 6

# BATTLE PIKE

Inside the Battle Pike, you will frequently have to choose one of three paths. When you take a path, one of eight different events will occur—some are good, some are bad. Because of the very random order of events, it is more difficult to earn Battle Points in the Battle Pike than in any other facility. You'll need both a strong party and lots of luck to be victorious here.

### ① Single Battle

A simple Trainer stands in your way. A balanced team should be able to take care of the threat easily.

### ② Double Battle

Two Trainers attack simultaneously, so the first two able Pokémon in your party will be thrust into battle.

### ③ Tough Trainer

You'll come across a Trainer that has exceptionally strong Pokémon. After defeating the Trainer, a Battle Pike employee will heal your Pokémon.

### ④ Wild Pokémon

You'll encounter wild Pokémon as you navigate a pillar-filled room. However, you won't be able to catch them.

### ⑤ On the Loose

A Pokémon will get away from its Trainer and attack, causing a status condition to one or more of your Pokémon.

### ⑥ Lost Trainer

You'll find Trainers who have stumbled into the Battle Pike and can't get out, but you won't have to fight them.

### ⑦ Healer's Choice

One lucky Pokémon will be fully healed, but unfortunately you don't get to choose which.

### ⑧ Heal 'Em All

A Battle Pike employee will graciously heal your entire party, a welcome respite from the typical events.

## PAY CLOSE ATTENTION

Before you select which path to take, consult the attendant standing before the curtains. She'll hint at what could be down one of the paths. Listen to her, then check her message against possible outcomes on the following chart.

**"A Trainer? I sense the presence of people..." → ① ⑧**

**"I seem to have heard something..." → ② ⑥**

**"distinct aroma of Pokémon wafting around it..." → ③ ④**

**"I felt a wave of nostalgia coming from it..." → ⑤ ⑦**

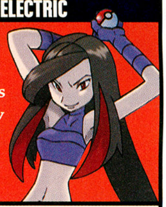
**"A terrifying event, yes, a horrible one,**
**is about to befall you..." → Pike Queen Appears**

## PIKE QUEEN: LUCY

| SEVIPER | PSN | SHUCKLE | BUG-RCK | MILOTIC | WTR |
|---|---|---|---|---|---|
| SWAGGER | NRM | TOXIC | PSN | ICE BEAM | ICE |
| CRUNCH | DRK | SANDSTORM | RCK | MIRROR COAT | PSY |
| ??? | ??? | ??? | ??? | ??? | ??? |
| ??? | ??? | ??? | ??? | ??? | ??? |

**RECOMMENDED MOVE TYPES: GROUND, ELECTRIC**

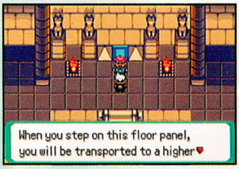
Watch out for Milotic's Mirror Coat—if you're unable to take the Pokémon down in one attack, its return attack will be brutal, especially if your Pokémon is a Grass- or Electric-type. Lucy has a lot of attacks that will Poison in her arsenal—have your Pokémon hold Pecha Berries as a defensive measure.



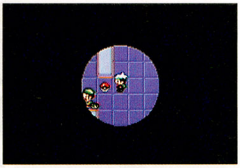
WIN 2 WIN 10

# BATTLE PYRAMID

Inside the Battle Pyramid, your vision radius starts out small, but after every battle it increases a little. Find a blue teleport tile to advance to the next level in the pyramid; when you get to the next stage, the walls will be different and your visible area will shrink again. You can't use your own items inside the Battle Pyramid, but you are permitted to use items you find. The attendant will even swap out your item bag for the Battle Bag. You'll encounter both Trainers and wild Pokémon, but since you won't find any Poké Balls inside the facility, you won't be able to catch the wild Pokémon you come across. After you complete the Battle Pyramid, the items you find will be available in the Battle Bag the next time you enter.



When you step on this floor panel,
you will be transported to a higher



### Battle Bag rules

- The only held items you can use are those you find in the Battle Pyramid.
- You can use some items while fighting.
- You can carry up to 10 different items (99 max each).
- Items that remain in your Battle Bag when you complete the Battle Pyramid will be available for your next challenge.

**BATTLE PYRAMID ITEMS—FIRST 3 CHALLENGES**

| 1ST CHALLENGE | 2ND CHALLENGE | 3RD CHALLENGE |
|---|---|---|
| Bright Powder | Choice Band | Ether |
| Cheri Berry | Dire Hit | Focus Band |
| Ether | Ether | Hyper Potion |
| Fluffy Tail | Full Restore | Lum Berry |
| Hyper Potion | Hyper Potion | Max Revive |
| Lum Berry | Leftovers | Rawst Berry |
| Max Revive | Leppa Berry | Revive |
| Revive | Max Elixir | Sacred Ash |
| Sacred Ash | Pecha Berry | Scope Lens |
| Shell Bell | Revive | X Attack |

## BATTLE PYRAMID POKéMON APPEARANCE

During each challenge, the wild Pokémon you'll encounter will be similar. You can talk to the girl in the lobby next to the PC to find out what types of Pokémon you should expect. We've assembled a list of the Pokémon you'll face the first three times you enter the Battle Pyramid.

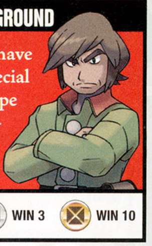
**WILD POKéMON—FIRST THREE CHALLENGES**

| 1ST CHALLENGE | 2ND CHALLENGE | 3RD CHALLENGE |
|---|---|---|
| Breloom (GRS-FTG) | Butterfree (BUG-FLY) | Dusclops (GHO) |
| Electabuzz (ELC) | Crobat (PSN-FLY) | Growlithe (FIRE) |
| Jolteon (ELC) | Gengar (GHO-PSN) | Houndoom (DRK-FIRE) |
| Manectric (ELC) | Gulpin (GRS) | Vulpix (FIRE) |
| Minun (ELC) | Ludicolo (WTR-GRS) | Magcargo (FIRE-RCK) |
| Pikachu (ELC) | Roselia (GRS-PSN) | Medicham (FTG-PSY) |
| Plusle (ELC) | Seviper (PSN) | Ninetales (FIRE) |
| Vileplume (GRS-PSN) | Skarmory (STL) | Weezing (PSN) |

## PYRAMID KING: BRANDON

| REGIROCK | RCK | REGISTEEL | STL | REGICE | ICE |
|---|---|---|---|---|---|
| EXPLOSION | NRM | EARTHQUAKE | GRD | ICE BEAM | ICE |
| ??? | ??? | ??? | ??? | ??? | ??? |
| EARTHQUAKE | GRD | TOXIC | PSN | THUNDER | ELC |
| ??? | ??? | ??? | ??? | ??? | ??? |

**RECOMMENDED MOVE TYPES: FIGHTING, GROUND**



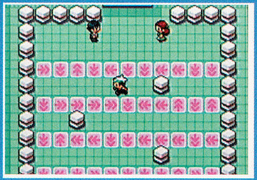
All three of Brandon's Pokémon have extraordinarily high Defense and Special Defense. But they all have the same type weakness—Fighting-type Pokémon perform well against Rock-, Steel- and Ice-types. Be sure to keep a Fighting-type in your party when you expect to face Brandon.

WIN 3 WIN 10

## NOTHING BEATS EXPERIENCE

Just north of Mauville City, built into the side of a mountain, Trainer Hill is a great place to train for the Battle Frontier. Run through a gauntlet of puzzle challenges and face teams of Trainers along the way.

### TRAINER HILL

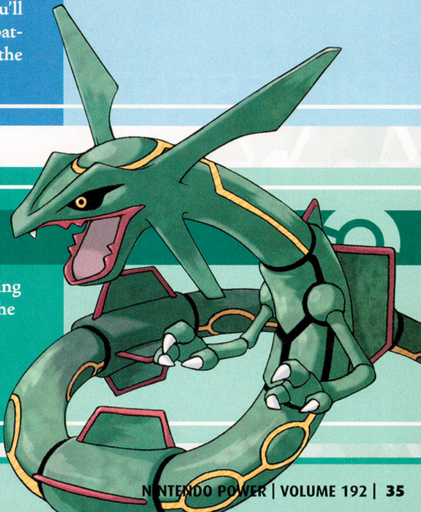


Hone your battle skills and test your logic as you climb the ranks of Trainer Hill. Each level contains a tricky floor puzzle, such as a maze featuring conveyor arrows, icy floor panels or hidden passages. You'll also face a double-Trainer battle before proceeding to the next area. Complete all four levels to receive a gift from the owner of Trainer Hill. You'll be measured on how fast you climb to the top, so be as efficient as possible in battle, and run whenever you can outside of battle. Check your best times on the board in the lobby.

### BATTLE TENTS

Battle Tents have been erected in several cities around Hoenn. The challenges in the Battle Tents are similar to the trials you'll face on the Battle Frontier—spend a little time at each tent so that you can get a feel for what to expect. You'll also earn experience in the Battle Tents, a luxury you won't find on the Battle Frontier.

## EMERALD EDUCATION



Pokémon experts rejoice—the Battle Frontier's numerous facilities and thrilling challenges will keep even the most hardened pro coming back for more. And the skills you acquire on the Battle Frontier will make you a better Trainer in every respect—you'll learn how to stay afloat without items, how to battle with a limited number of Pokémon, and the list goes on. Without question, a little time at the Battle Frontier will go a long way on the battlefield. 🍄

# Tom Clancy's SPLINTER CELL® CHAOS THEORY™

MATURE 17+ M CONTENT RATED BY ESRB
Blood
Stronge Language
Violence

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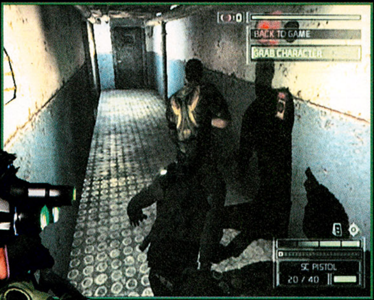
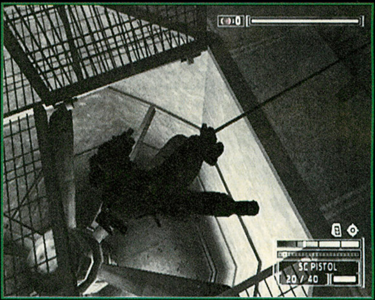


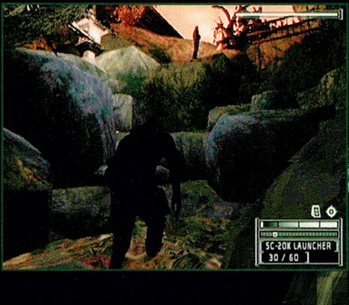


SAM FISHER WILL NEED A VACATION AFTER ALL THE HACKING AND SLASHING (OF COMPUTERS AND HUMANS, RESPECTIVELY) IN HIS LATEST MISSION.

## DIFFERENT CRISIS, SAME SOLUTION

### 2007: A DARK FUTURE

In the third chapter of Ubisoft's Splinter Cell, supertrooper Sam Fisher is up against information warfare—and not of the *Jeopardy* variety (though we bet Sam could kill someone in the form of a question). This time Japan asks the US for help, as North Korea and China claim that Japan is in violation of international law. The lines are drawn and crossed, and only one man can save the day. The confrontation escalates to a global concern while Sam's Third Echelon organization is responding to a mysterious kidnapping. The small pieces fit into a larger puzzle, and solving it will definitely be more fun than playing *Jeopardy* with night vision.

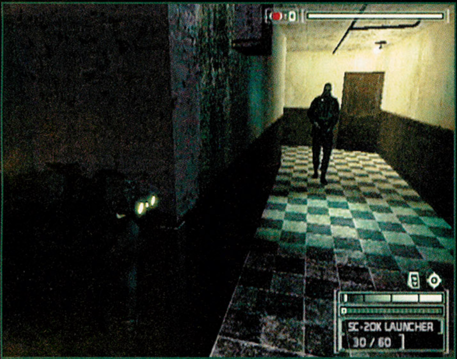


# THE GUNS, THE GEAR, THE GAME

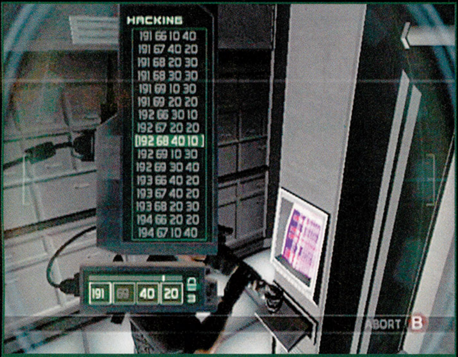
## SOMETIMES YOU WANT TO GO INCOGNITO, OTHER TIMES YOU JUST WANT TO WHET YOUR BLADE

Chaos Theory allows for a more user-defined style of gameplay than its predecessors. And the choices start early; in Loadout mode, you choose a weapon set. Redding's Recommendation is a mixed bag suited to the level, Stealth is heavy on nonlethal items, and Assault is all about ammo. The most notable and deadliest addition to this game is the blade, and it'll quickly become one of your favorite tools. There is no greater satisfaction than sneaking up on a guard and shanking him.

Of course, this is Splinter Cell, which means you're better off in the shadows than popping off shotgun shells. You'll receive a mission rating at the end of each level based on how few kills you rack up and how many objectives you complete. Additionally, you'll have primary, secondary and opportunity objectives. The first two types are mandatory; secondary objectives must be completed later if you don't get to them at first.


SC-20K LAUNCHER
30 / 60

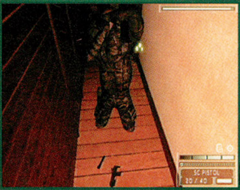
Stay in the shadows and embrace the power of the dark side.


HACKING
191 66 10 40
191 67 40 20
191 68 20 30
191 68 30 30
191 69 10 30
191 69 20 20
192 66 30 10
192 67 20 20
[192 68 40 10]
192 69 10 30
192 69 30 40
193 66 40 20
193 67 40 20
193 68 20 30
194 66 20 20
194 67 10 40
191 69 40 20
ABORT B

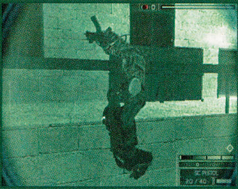
Hacking is cool, nerds take note.

## OLD MAN, NEW TRICKS

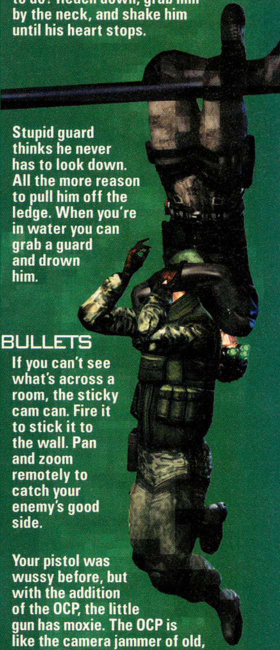
### SNEAK ATTACK TACTICS


SC PISTOL
20 / 40

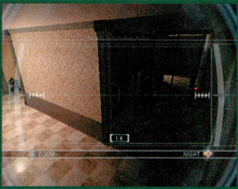
You're sneaking along a pipe and an enemy walks below you. You can't stand staring down at his dandruff-encrusted head, so what's a man to do? Reach down, grab him by the neck, and shake him until his heart stops.


SC PISTOL
20 / 40

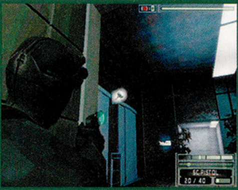
Stupid guard thinks he never has to look down. All the more reason to pull him off the ledge. When you're in water you can grab a guard and drown him.



### SHOOTING MORE THAN BULLETS

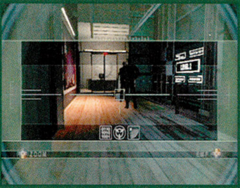


If you can't see what's across a room, the sticky cam can. Fire it to stick it to the wall. Pan and zoom remotely to catch your enemy's good side.


SC PISTOL
20 / 40

Your pistol was wussy before, but with the addition of the OCP, the little gun has moxie. The OCP is like the camera jammer of old, but now you fire a single signal that disrupts cameras and lightbulbs as a silent alternative to simply shooting them out.

### YOU DOWN WITH EEV? YEAH, YOU KNOW ME.



The EEV goggles let you scan items and hack from a distance. If your enemy stands between you and your computer, let him thwart you no more! Turn on the goggles and wait for the icon made of numbers to show up, letting you know the object can be hacked. You'll have to be quicker than normal, though, because security systems catch long-distance hacks faster than close-up ones.

# LIGHTHOUSE

## PUNTA BLANCO LIGHTHOUSE, OUTSIDE TALARA PERU

### MAIN OBJECTIVES:

- RESCUE MORGENHOLT.
- DISCOVER WHERE THE GUERILLAS GOT THEIR ARMS AND EQUIPMENT.
- RECOVER OR DESTROY INFORMATION ABOUT THE MASSE KERNELS.

You're dropped on a lonely beach at night; head toward the lantern atop a rock wall. Walk into the cave and enter the crawl space. Go through it and climb up the ledge after you exit. Move quickly up the ledge and into the pool of water on your right before the guards cross the bridge. Wait for them to come over, one at a time. When they reach the edge, drown them.

Wind through the halls until you come upon a lone guard firing an assault rifle. Grab and interrogate him to locate Morgenholt, who is being tortured nearby. Knock out the guard and pierce the generator with your knife to cloak the body in darkness. Follow the path upstairs to the locked door and open it.

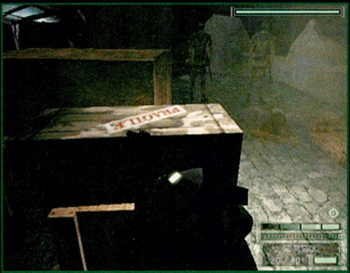
Go downstairs; you'll see Morgenholt in the distance. From the guards' dialogue, you know he's already dead. When one of the guards wanders toward you, grab and interrogate him. Then sneak up behind the guard who's sitting at a desk near Morgenholt's body, and stick him in his ribs.

SC PISTOL
20 / 40

Crawl spaces are your friends. Use them to give your enemy the slip or just hide out until things cool down.

Exit through the door and enter an open area. Cut through the canvas and interrogate the guard. Head to the door with the light above it, and kill the light with the OCP before you enter the room. Take out the guard in the shadows, then look for another guard in the next courtyard. Get his attention and disable him. Next to the tent in the courtyard is a crawl space. Take it to avoid two guards. Go upstairs, pick the lock, cut the sleeping guards and head downstairs. Interrogate the guard working on the computer and wipe the data before you pick the lock and enter the door.

Use the OCP to disable the light above the guards. Sneak behind the crates and head downstairs—grab the guard before he moves. Keep following the path and handle the next guard. Enter the lighthouse and interrogate the guard who's on the radio. Climb to the top of the lighthouse and use the OCP to extinguish the main lighthouse bulbs. Sneak up and take out the lone guard. Finally, switch off the lights and call for extraction.

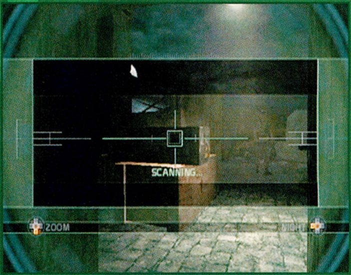


Just because you sneak around a guard doesn't mean you're any less of a man. Stealth works to your advantage in this game.

## AUXILIARY ASSIGNMENTS

### SEARCH AND SCAN

SC PISTOL
20 / 40



Five weapons crates are hidden throughout the level. You'll want to scan them with your EEV to determine where the weapons came from. Each crate is marked FRAGILE. You'll find the first one in the room where a guard is firing his gun, and the second one upstairs by the locked door. The next is in the tent in the second courtyard. The fourth crate lies in the room with the computer you scrubbed the data from. The last is just inside the lighthouse near two guards before the stairs that lead down to the gates.

# CARGO SHIP

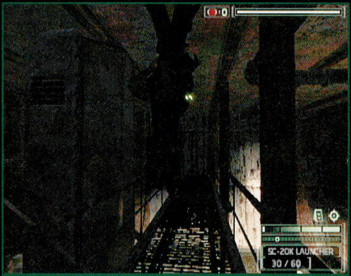
## PACIFIC OCEAN,
## 90KM SOUTHWEST OF PANAMA CANAL

### MAIN OBJECTIVES:

- RETRIEVE THE BILL OF LADING FOR LACERDA'S ARMS SHIPMENT.
- RETRIEVE THE SHIP'S TRANSIT LEDGER FOR LACERDA'S SHIPMENT.
- FIND OUT WHICH CABIN LACERDA IS IN.
- ELIMINATE HUGO LACERDA.

You start behind a metal structure on the ship's rear. Head left and wait for a guard to come upstairs. Interrogate him about the ship and its passengers, then disable the other guard. Go downstairs and sneak past the sleeping guard. Pass through the cargo hold to the machine room and knock out the guard there. Enter the crawl space to the left.

Locate the pipe to your right and climb up and along it to reach the guard talking to another guard below. When they finish, reach down and grab the first guard, then drop behind the other guard and disable him. Activate the pump to drain the room next door and enter it.



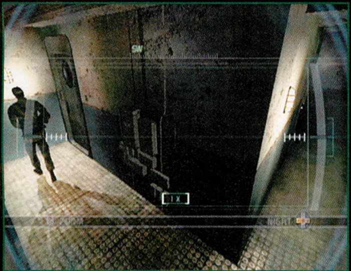
Death from above. Get up on the pipe, stay out of the light and get ready to wring the guard's neck like a wet rag.

Go through the first door on your right and climb up the crates straight ahead to find the bill of lading. Two guards will be outside after you grab the document. Wait for one to pass before you head out and locate the drop to your right, which will put you under the walkway. Follow it under both guards.

You'll reach the engine room and learn that there's a gas leak (so no bullets for you!). Take out both guards on the main floor. Whistle to attract the guard upstairs and wait for him to come down and check things out. Disable him and go upstairs.

SC-20K LAUNCHER
30 / 60

Upstairs, go through the first door on the left. Use the OCP to cut the lights in the room with the two guards to send them on patrol. Enter the crawl space and exit into the computer room. Turn off the lights and knock out the guard in the first room. Use the computer, go through the door and waste the other guard. Go to the bridge via the portside stairs. Note the crates to the left—behind them is the doorway that leads to Lacerda. For now, continue straight ahead and disable the guard. At the fork, go left and upstairs. Wait for the captain to finish talking to another guard, then grab the captain when he passes and interrogate him. Knock out the guard by the table and go find Lacerda.

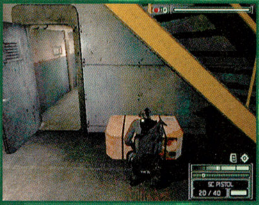


A little strategic voyeurism never hurt anyone, except this guard. Use the sticky cam to watch his movements then plan your attack.

Sneak up to where Lacerda is talking with his bodyguards. He'll say he needs a drink and enter the room on your right. Kill him and leave. Return to where the captain was and go through the closed door. Climb up the ladder on the right and head for the front of the ship. Climb down the ladder there and walk to the escape raft before you call for extraction.

## AUXILIARY ASSIGNMENTS

### FOLLOW THAT CRATE!



SC PISTOL
20 / 40

**You must place tracking devices on six crates. The first crate is in the second major cargo hold, just past the sleeping guard. The second crate is on Deck A, outside on the starboard-side stairwell. For the third crate, you must clear the guards out of the galley. Grab the first guard in the hallway and whistle for the second. Knock him out and sneak over to the last guard, who is in the kitchen. Cut the lights, then cut him before planting the tracker. You'll find the fourth crate at the top of the stairs on your way to the bridge from Deck B. The last two are on your way to the extraction point: crate five is just outside the door under the stairs on the upper deck, and crate six is at the front of the ship below the extraction point. Take out the two guards and plant the sixth device before climbing to the extraction point.**

### WHO DAT MAN?

SC-20K LAUNCHER
30 / 60

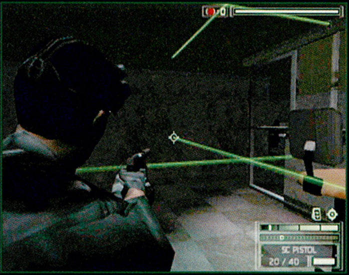
**Before you off Lacerda, interrogate him to get the name of his Panamanian contact. Grab him when he bends down to get something out of the fridge. If you talk to him too long, his bodyguards will show up after you kill him. Shoot or slice them to get them out of your way.**

# BANK

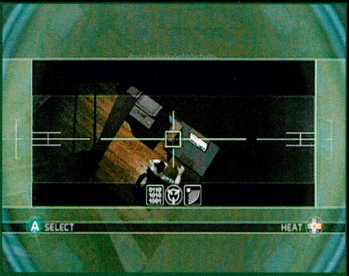
## MCAS BANCO DE PANAMA
## PANAMA CITY, PANAMA

### MAIN OBJECTIVES:

- AUTHORIZE THE VAULT ACCESS FROM THREE OFFICERS' PANELS.
- ENTER THE BANK.
- DETERMINE WHO MCAS BANK PURCHASED THE ARMS FOR.
- STEAL $50,000,000 IN FRENCH GOVERNMENT BEARER BONDS.



Disable the guards in the courtyard and access the doorway on the far-right wall under a light. Exit the corridor and disable the camera. Climb the ladder to the roof, go into the control room and flip the switch to open the window (which turns on a laser grid). Climb down the rope and disable the lasers at their source with the OCP. The computer will shut down the rest. Exit and interrogate the sleeping guard. Use him at the retinal scanner to open the door to the right, which leads to the west wing. The door to the left leads to the east wing.

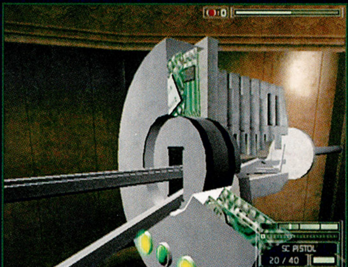


Access the east wing via the pole in the courtyard. Climb through the vents to the glass booth, then use the OCP to disable the fan before dropping in.

Sneak past the camera and wait for the guard to finish with the keypad to the treasurer's office. Use the OCP on the light to attract the guard. Interrogate him to gain the key code. Enter the office, hack the computer, activate the panel on the wall and get out via the crawl space. Disable the camera and slide down the cable. Interrogate the guard in the courtyard for the door code, then head for the east wing.

Lure the guards out of the booth with a whistle. Cut the lights and the camera so you can interrogate one of the guards and disable the other. In the security booth, hack the computer to get the glass-booth code. Go upstairs and jump over the desk to avoid the laser grid. Disable the guard. In the next room, lure the guard and use him as a shield so you can get through the next laser grid (guards pass freely).

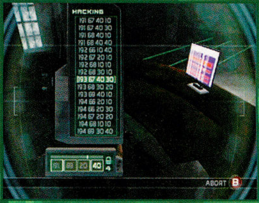
Enter the door code on the glass booth and knife both guards before they can shoot you. Hack the computers. Next, hack the door panel and enter the secretary's office. Activate the panel. Enter the president's office and activate the third panel to authorize vault access. Head to the west wing.



Find the previously locked door next to the security booth with the guards in it (you can take them out now or later). Enter the first door on the right and retrieve your kit. Go downstairs to the vault. Follow the verbal instructions for using the telemetric device. Place the charges on the door—you'll have to move back before you can detonate them. Grab the money, hack the computer, and disable the laser grid back at the vault entrance. Your extraction point is where you started the level.

## AUXILIARY ASSIGNMENTS

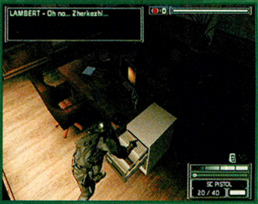
### SPY SPAM



To sell the investigators on the robbery, you need to hack eight computers and upload fake e-mails. When hacking, you will see one display with several numbers and a larger display with rotating numbers. When one of the rotating numbers is lit, move the indicator over it and press X. Repeat the process until one number remains. Select it and press A.

The first computer is at the bank's front desk. Disable the camera near the door and move to the sliding door. Disable the light and camera before you grab the guard. Computer two is in the treasurer's office in the west wing. The third is in the security booth on the same level. Number four is in the security booth in the east wing. The fifth is at the desk with the laser security, on the east wing's second floor. The sixth computer is in a glass room on the same floor. Number seven is in the president's office, and eight is in the vault.

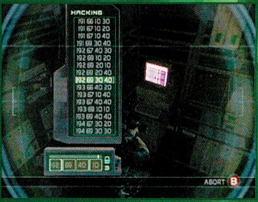
### FILE CLERK



LAMBERT • Oh no... Zherkezhi...

Next to the computer in the treasurer's office is a small file cabinet. Open it to find the suspicious transaction records.

### HIDE YOUR TRAIL



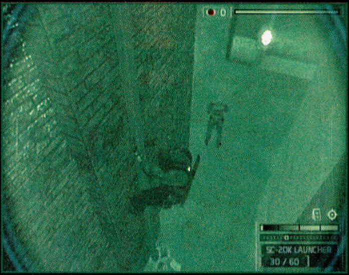
The glass security booth on the second floor of the east wing is where the cameras are controlled. Hack the computer to delete the camera archive.

# PENTHOUSE

## MANHATTAN GARMENT DISTRICT, NEW YORK CITY, USA

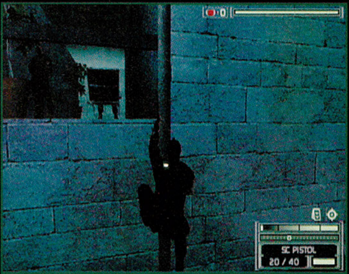
### MAIN OBJECTIVES:

- LOCATE DVORAK.
- ACCESS ZHERKEZHI'S SERVER TO DETERMINE WHO DVORAK IS.
- FIND OUT WHO THE MERCENARIES WORK FOR.
- GET TO ZHERKEZHI'S PENTHOUSE IN THE ADJACENT BUILDING.



Go straight for the ladder, climb it, locate the boxes on the fire escape, then shimmy across the nearby ledge to a pole. Slide down the pole, sneak up behind the guard and interrogate him (these are National Guardsmen, so you can't kill them). Head to the left of the second truck and take out the headlights with the OCP. This will attract the guard in the garage. Knock him out and enter the building.

Walk left until you come upon the guard working on the elevator. Interrogate him. Enter the elevator shaft and climb up the ladder; the elevator will eventually catch up with you. Drop into the elevator, then exit and disable the guard. Head to the roof via the door in the room. Go straight over the pipe and wait for the helicopter pilot and the guard to finish talking. Get behind the pilot and knock him out, then use the OCP on the light by the guard near the helicopter pad and disable him. The other guard will patrol. Wait for him to approach you before you disable him. Locate the ladder near the neon sign. Grab the cable and cruise over to the next building.

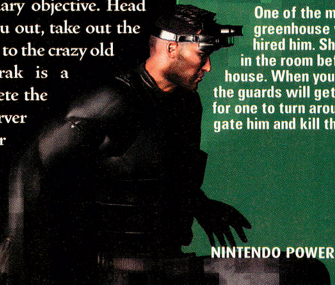


**Climb the pole up to the railing and hop over. Interrupt the guards' conversation by sticking them both with your blade.**

Grab the first guard and interrogate him. You'll learn that he and his buddies are mercenaries. Take out the two mercs by the elevator and hack the computer to obtain the architectural plans. Outside you'll find a vent. Crawl through it and out the other side. Disarm the camera and climb up the pipe next to the vent. Be quick and knife both mercs before they move. Disable the camera before you enter the kitchen. Move on to the hall and eliminate the camera there. Inside the living room is a sleeping guard. Try to leave him be: Disable the camera and get upstairs quickly and quietly.

In the bedroom, disable the camera and hack the computer. Disable the same camera again and go into the room behind it. Hack the computer to unlock the panic room, where you'll find Dvorak. The room off the bedroom leads to the greenhouse and your secondary objective. Head back to where the vent let you out, take out the guard, and head upstairs. Talk to the crazy old man and learn that Dvorak is a computer, not a man. Complete the starting sequence on the server (you can restart the server if you mess up) by turning on the server bulbs in time with oldie.

INTERACT
SWITCH OBJECT
SC PISTOL
20 / 40



## AUXILIARY ASSIGNMENTS

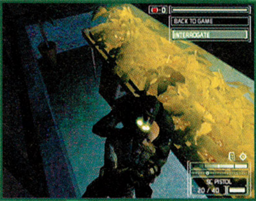
### TAP THAT CAMERA

SC PISTOL
20 / 40

SC PISTOL
20 / 40

**You'll start tapping the cameras at the building where the mercs are. The first camera is outside the vent you crawl through. Disable, then tap—that's the sequence. Camera two is outside the kitchen. The third camera, in the hall, is tricky. Get as close to it as you can before you disarm it, then tap it and move to the door as the camera starts up again. The fourth camera is in the living room with the sleeping guard. After you tap it, disarm it again to get upstairs. Number five is in the bedroom. The sixth camera is in the greenhouse and is the hardest to tap. You must open the door, lure the guards in and cut them both. In the greenhouse, turn immediately to your right and disable the camera.**

### WHO'S THE BOSS?



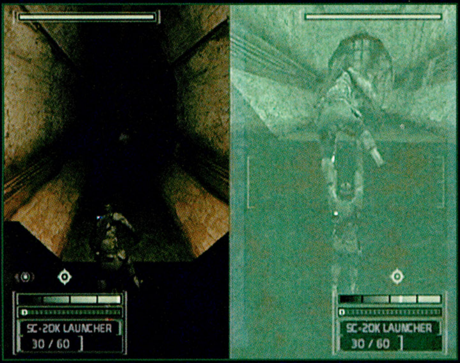
**One of the mercs in the greenhouse will tell you who hired him. Shoot out the lights in the room before the greenhouse. When you open the door, the guards will get suspicious. Wait for one to turn around, then interrogate him and kill the other.**

# COOPERATIVE MULTIPLAYER MODE

## CIRQUE DU SPLINTER CELL—TOSS YOUR BUDDY OR CLIMB UP HIS LEGS

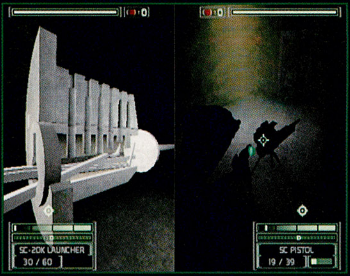
Chaos Theory's co-op mode is a game within a game for those who can't stand playing by their lonesome. Each successive co-op-exclusive mission advances in length and complexity to help build teamwork and get you acclimated to having a shadow. Most missions consist of only one objective, and will require precise communication with your partner.

Stealth is the primary focus, but the level design also emphasizes a unique set of moves requiring two people to overcome obstacles. The techniques range from giving your buddy a leg up to throwing him across a chasm. Your lives are literally in each other's hands. Another interesting feature is the ability to revive one another. When someone is down, a 25-second timer appears onscreen. Failure to reach your partner within the time limit equals failure of the mission.



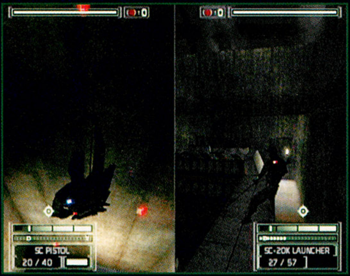
The training course is a must, as you can't learn the special moves without it. It provides a safe (and mostly frustration-free) environment to see how to work together. Many moves require precise positioning, and practice makes perfect.

### WHO'S GOT YOUR BACK?



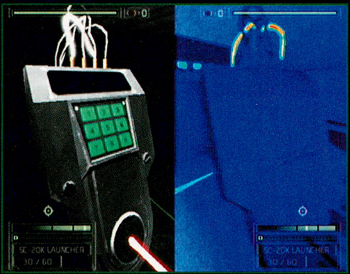
The OCP in co-op is different from in story mode. It acts like the camera jammer from the previous two games. This means one of you has to keep a camera or automatic gun occupied as your partner sneaks past it or picks a lock. Aim the beam and listen; when you no longer hear the target device, you'll know you've got its signal jammed.

### THE BUDDY SYSTEM



The co-op moves range from combos (requiring each player to press Z plus Left on the Control Pad) to simple two-man moves like rappelling. One player will crouch or get into position while the other player performs a complicated maneuver. You can even climb your buddy like a ladder when he's hanging from a ledge.

### TIME IS OF THE ESSENCE



Certain tasks require cooperative timing. If you have two retinal scanners, you have two options: you can each use a guard or you can both hack at the same time. In the case of defusing a bomb, you'll need to operate like a well-oiled machine to avoid becoming a smattering of flesh. If you mess up, take a break and hug before you start again.

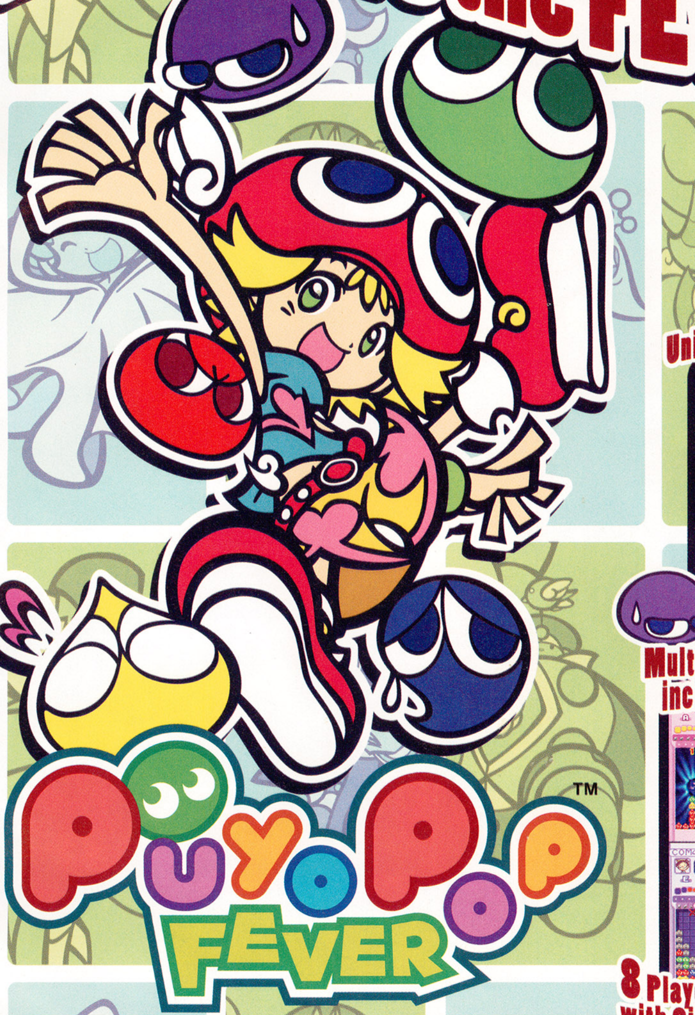
# CUT AND RUN

## HALFWAY THROUGH AND NOT A BULLET FIRED

Chaos Theory offers a number of challenges for Sam and his spy supplies. This game is heavy on the stealth, but the knife lets you partake of the violence you might miss by keeping your gun on your back. Additionally, replay value is high. You'll want to try for a perfect mission rating and attempt levels with different loadout supply sets. The game is all about playing your way, so use this article as a starting point and take it from here.

"Puyo Pop is one of the most successful falling-piece puzzle games ever conceived." - IGN.com

Do you have the FEVER?!


Puyo Pop FEVER ™

1P 2P
REST 15.00 SEC.
REST 15.00 SEC.
ATLUSNITRO
COM1
START Pause
3P 4P
Lake of Alicubi
COM4
COM5
COM6

Raffine
Looks like for every prince charming there's a not so charming one

Unique Touch Screen Control!

Multiple Gameplay Modes including a story mode!

8 Player Puzzle Madness with Single-Card Download Play!

SUPER HYPER TURBO EX DX+α PUZZLE ACTION TO THE EXTREME!

EVERYONE
E
Mild Language
ESRB CONTENT RATING www.esrb.org

NINTENDO DS ™

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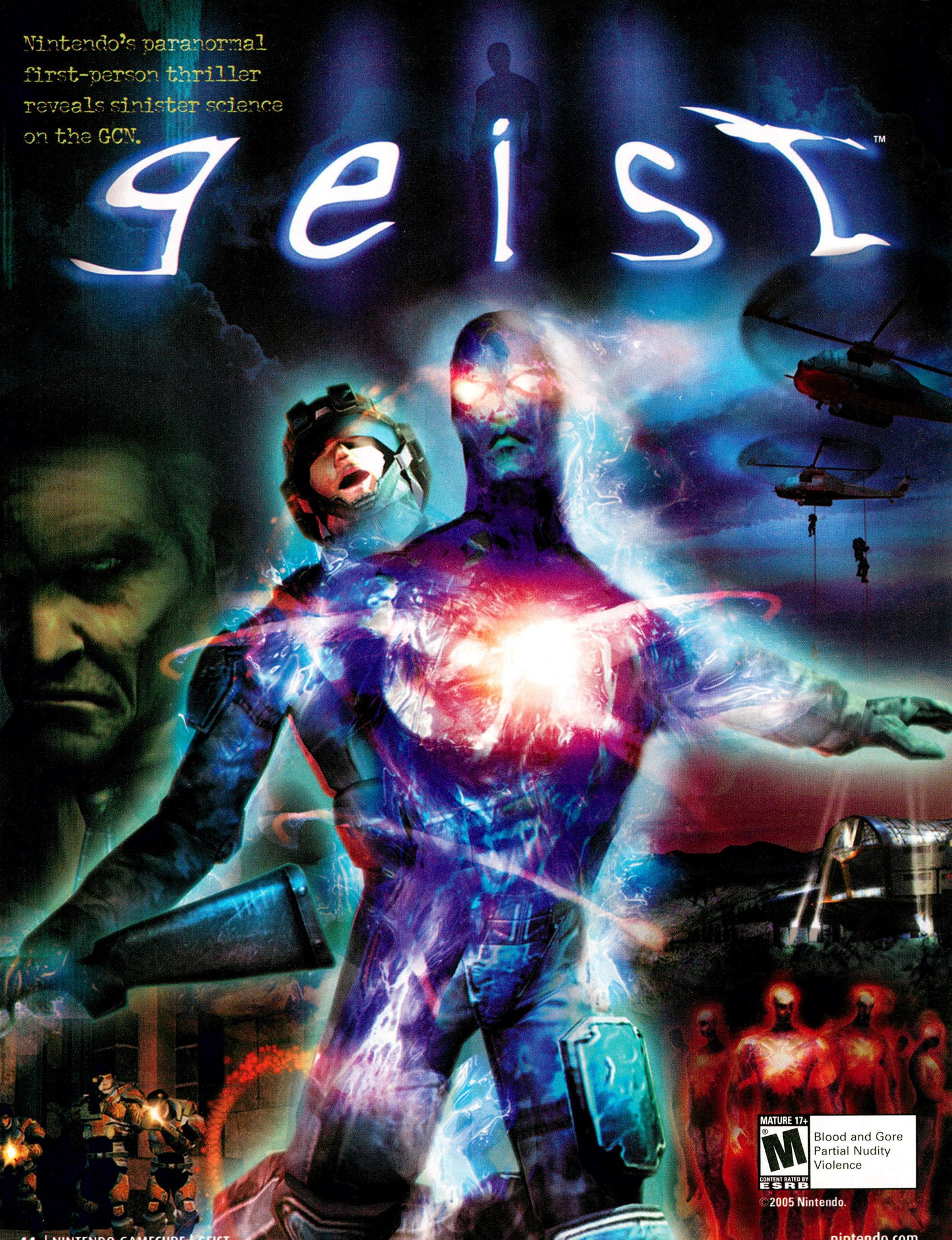
Nintendo's paranormal first-person thriller reveals sinister science on the GCN.

# geist™



MATURE 17+

M

CONTENT RATED BY ESRB

Blood and Gore
Partial Nudity
Violence

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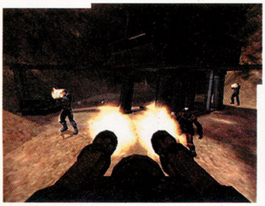
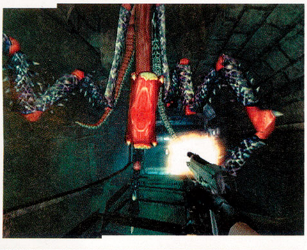
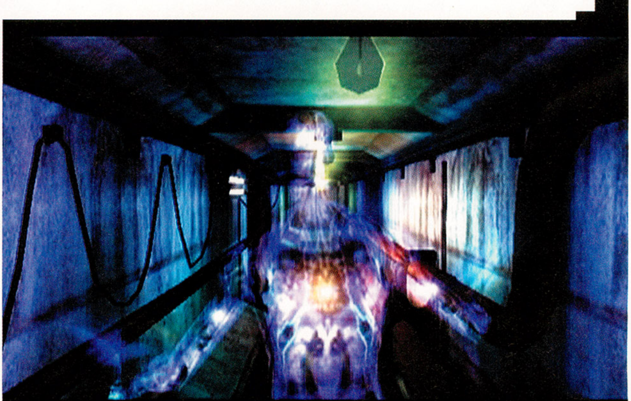
# geist stories

**It's been on our radar since E$^3$ 2003, enveloped in an eerie glow of rumor and speculation. What do we know about spirit-possession-themed first-person shooter Geist? Quite a bit. Yet the full picture is stll blurry.**

Geist, set to debut this summer on the GCN, is impossible to sum up in a few words. The Nintendo-published, n-Space-developed sci-fi adventure breaks free from the cookie-cutter FPS mold by incorporating paranormal activity and character-manipulating puzzles into its intense action and complex story. Sent to retrieve an experimental virus—a demonic life-form—from the Volks Corporation research laboratory, scientist John Raimi finds himself the subject of one of the lab's experiments. After his spirit is ripped from his body, he discovers that he can possess creatures and inanimate objects, and use them to get to the bottom of the corporation's evil doings. Taking on the role of Raimi, you float, scare, possess and explore, using the weapons and skills of possessed hosts to create a stir both in the single-player adventure and in split-screen multiplayer arena competitions. The ethereal puzzle-solving and bullet-riddled destruction add up to a ghostly good time.

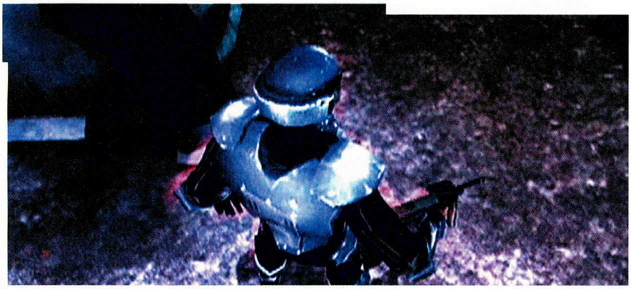






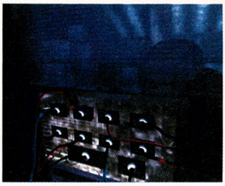
# out-of-body experience

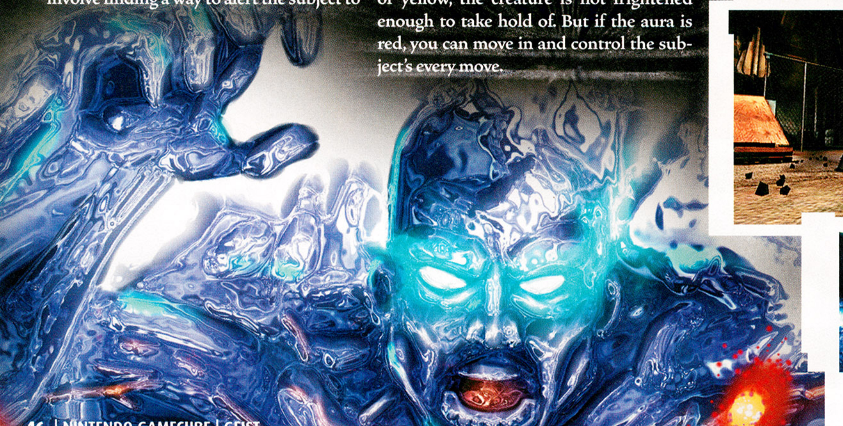
After an introductory mission in which Raimi and a squad of soldiers storm through the lab to collect the virus, something very bad happens, and it's lights out for the scientist. Waking up in an idyllic computer-program otherworld, Raimi is introduced to life without a body. His spirit can float, levitate and slip through holes in walls and the spaces between wires in chainlink fences. It can also inhabit certain environmental objects. And, early on, Raimi learns from a ghost girl named Gigi how to possess living creatures. When he's in ethereal form, Raimi's life force depletes at a steady rate. He can replenish it by sucking the life out of plants or by finding the rare life-force-reviving pickup. Because of the life-force limitations, Raimi must spend most of the adventure in possession of an object or warm body. The challenge comes in finding the right bodies (humans, animals) and prepping them for possession. That's where the concept of scaring creatures comes into play.



# scare tactics

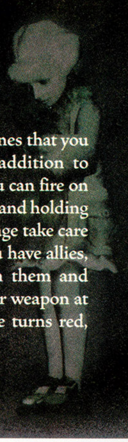
You can't possess a human or animal of sound mind; you have to scare it first. After you find a potential host, you must find a way to frighten it. Nothing's more startling than thinking you're alone then realizing that you're not, so scare tactics usually involve finding a way to alert the subject to your presence—possessing a trash can and making it catch fire or having a telephone ring with no one on the other end of the line, for instance. A creature's aura reveals whether it can be possessed. If the energy that surrounds the being is white or yellow, the creature is not frightened enough to take hold of. But if the aura is red, you can move in and control the subject's every move.

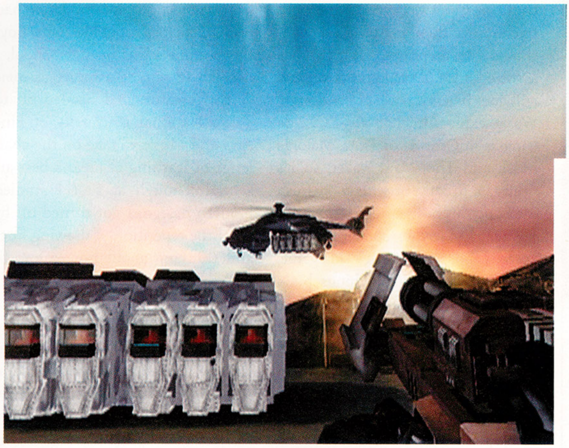


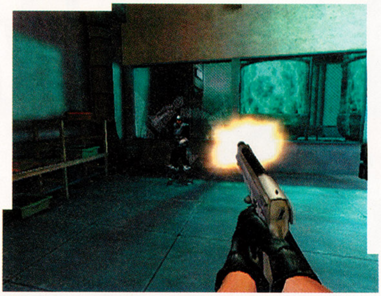


# ghosts with guns

Geist is not all puzzle-solving and possession. There's a lot of pure fighting action, too. In ghost form, you can take hold of stationary guns and soldiers equipped with assorted weaponry. Gunplay is challenging. Although you can walk up to soldiers when you're in human form, they'll get aggressive as soon as you blow your cover, scattering for shelter and shooting at you from a safe position. Weapons range from pistols to machine guns to mines that you can toss then detonate. In addition to attacking enemies directly, you can fire on explosive items, such as crates and holding tanks, and let the splash damage take care of your adversaries. When you have allies, you can distinguish between them and your enemies by pointing your weapon at potential targets. If the reticle turns red, you're cleared to fire.

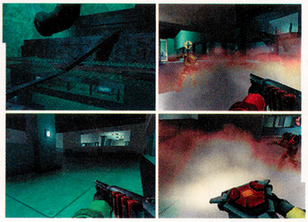


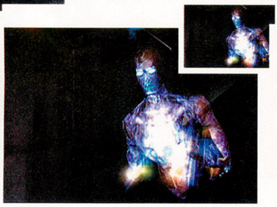




# possess or be possessed

Character possession plays a big part in the game's three multiplayer modes. A Possession Deathmatch challenges player-controlled ghosts to take hold of hosts and use their weapons to defeat the disguised spirits. Capture the Host mode is similar, though the end goal is to lead hosts to a base, where you dispossess them, then look for more hosts. Hunt mode takes the most unusual tack. Some players are ghosts, some are humans. The ghosts earn points by possessing the human characters and steering them into dangerous situations (deadly drops, close proximity to explosions). Humans earn points by exorcising the spirits, then doing away with them using a special ghost-killing device. The adrenaline flows while the hunt is on.





# mysteries remain

With all that we know about Geist, there's still much we don't know, such as where the story leads and how great a part possession plays late in the game. We'll keep you posted as we discover more about this intriguing title. 🍄

**INSIDE ZELDA**

NINTENDO POWER'S MONTHLY CHECK-IN FROM THE ZELDA DEVELOPMENT TEAM.

( Part 1 )

# THE VISION GUY

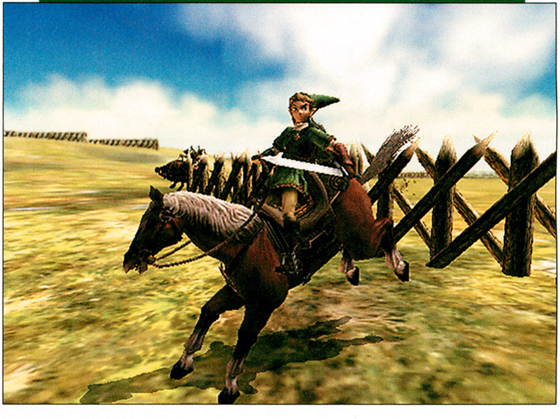
**Legend of Zelda producer Eiji Aonuma has become something of a legend himself to the many Zelda fans who have recognized his bold vision. Meet the wizard behind the curtain, and see what he's planning for Link's next adventure.**

**I can still see the audience's reaction to our Zelda trailer at Nintendo's E³ press event last year.** I'd been curious about how people would react to the realistic-looking Zelda, and the crowd's explosive cheer confirmed that we were on the right track! Since then, my team has continued development, which has involved a lot of trial and error, and still does in some parts of the design. We've explored what a 3-D Zelda game is in Ocarina of Time, Majora's Mask and The Wind Waker, so it's been easy to come up with good, fresh ideas, but it's been a huge burden for my team to create something that exceeds those titles. In a Zelda game, essentially many small things build into an immense experience. Since many younger creators who weren't involved in the previous games are working on this one, it's been a bit of a challenge for them to understand that spirit of a Zelda game. As we've worked on it, they've learned and grown a lot, and at this year's E³ we'll finally present the result.

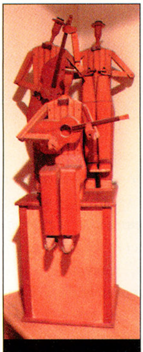
## GROWING WITH NINTENDO

From a young age, I liked to draw and create things—and, actually, from a *very* young age, my dream had been to create a robot like Astro Boy! By the time I was in high school, I decided to pursue a future as *some* sort of creator, so I headed off to Tokyo National University of Fine Arts and Music to take on the challenge of learning at Japan's best art school. Though at first I studied modern design, I got turned off by all of the repetition of drawing lines and thinking about how colors fit into those spaces, so I began to see craft work as more engaging, since the sense of touch was becoming very important to my art. In particular, I became extremely interested in creating mechanical dolls—you might call them "automatons" in western culture—and crafted many

> "IN A ZELDA GAME, ESSENTIALLY MANY SMALL THINGS BUILD INTO AN IMMENSE EXPERIENCE."



of those kinds of creations. After studying art for six years, I had to figure out what job I wanted, but I seriously couldn't figure out where I'd fit best, and turned to my friends for advice. About the same time, I had a chance to interview with Nintendo, which was rapidly growing with the huge success of the Famicon (later the NES in the US). I'd played arcade games on occasion, so I knew what video games were, and thought that it'd be a fascinating opportunity. So off I went to the interview, where I met with Shigeru Miyamoto. I showed him the automatons that I'd created for my graduate work, and it seemed like he liked my pieces. I got the job. Long after I joined Nintendo, I found out that Miyamoto is a *huge* fan of puppetry.



**Aonuma's crafted automatons, like the one pictured above, opened the door to Nintendo.**

## FROM PIXELS TO PRODUCER

I started drawing "dot art" for early Nintendo games; however, I'd soon discover that all the art that I created over my first year finally went into a very small stonelike thing—a cartridge ROM, of course. I've always been very sensitive to the tactile sense in my creative world, so that was a huge culture shock for me, and very unnerving. But I continued on at Nintendo, deciding that I'd give myself more time to experience game development. Luckily, I was put in charge of directing the development of Marvelous, a Super NES game released only in Japan, which turned out to be a great experience. But I found 2-D worlds to be creatively limiting for me, personally, and when I found myself as one of many people working on the Ocarina of Time project, my creative frustrations went away. In a 3-D world, Link could move around, touch things and interact on my behalf. Everyone was very excited by the project, and I tried many new ideas and grew confident about pursuing my own vision—a big turning point for me as a game creator. After Ocarina of Time and Majora's Mask, I directed the development of Wind Waker, but at the close of the project, I seriously considered whether I had any fresh ideas for future Zelda games, and actually told Mr. Miyamoto that I didn't want to be involved with Zelda development! Fortunately, he persuaded me to continue with the series, and I was put in charge of the upcoming Zelda game as the producer. Perhaps Mr. Miyamoto thought that my vision—creating a multiplicity of small things to create an enormous thing, which I'd done during Marvelous—would be a perfect fit for Zelda.

## THE WHOLE PRODUCTION

As a producer, I bring the work of several directors together to form one big project. Communication is really important. Early on, once we've decided the overall direction for a game, separate teams start work on their parts, and we meet once a month to evaluate progress and test out gameplay, if possible. But soon we sync up once each week as things progress and eventually—like right now!—even that's not enough, as the number of people working on the game grows, and everyone's constantly working very late. So then I ask all of my people to send their reports, thoughts and questions by e-mail. We all work in one huge

**“. . . I’M DEVELOPING A STRONG INTUITION ABOUT MAKING THE RIGHT DECISION—”**

room, so we can chat face-to-face, of course, but to keep a huge team on the same page as we race toward completion, it’s essential to document everything!

## TEST OF A TRUE VISIONARY

At last year’s Game Developers Conference, where I spoke about the challenges of Zelda development, I jokingly explained “The Miyamoto Test” in terms of “upending the tea table,” a classic pop-culture reference in Japan in which an old-fashioned father overturns the family dinner table when he’s upset. I said that Mr. Miyamoto will do that during the final stages of game production, but that it’s not chaotic, since he then kindly helps the team get on the right track and “picks up his own plate.” Mr. Miyamoto has chided me a little for talking about it in those terms, since now everyone at Nintendo tries to plan for his tea-table upsets! But seriously, neither of us thinks that it’s the producer’s job to overturn his team’s work. However, I face more and more situations where I need to judge staff ideas as good or bad, and to decide whether to do them or not, and I’m developing a strong intuition about making the right decision. But how to *communicate* that decision—that’s so important. I’m still working on that talent. Mr. Miyamoto is a great communicator, and I could never hope to be as skilled.

## ZELDA AT LARGE

I’m also in charge of managing Zelda as a franchise, where I need to keep an eye on the whole Zelda property—not an easy job. We collaborated with Capcom on The Minish Cap. Fortunately for me, Capcom’s director was excellent, and his developers had a great understanding of what a Zelda game should be. And they were very sensitive about not tarnishing the world of Zelda. That made my job easy. The franchise may have various types of expansions in the future—if new concepts are solid, I’ll keep my eyes open in order to let Zelda’s world continue to unfold with even more variety.

## BEING SCHOOLED BY STUDENTS

Once each week, I head to Tokyo to teach the Nintendo Game Seminar. It’s a little tricky to find time to be out of town right now, but it’s a precious chance for me to learn how to even better communicate my experiences to others, since they’re not professionals, but students who hope to work in game development someday. They share their ideas, and I try to explain consequences. The interesting thing is that I might give similar explanations to what I’d say to my team, but students will react very differently. Even when students say “yes,” they might mean something *completely* different! It’s a very practical exercise—I’m glad that Nintendo’s given me the opportunity to teach.

**5 THINGS that inspire him**

**Astro Boy**
**Puppets**
**3-D Worlds**
**The Miyamoto Test**
**Miyazaki’s Movies**

## ALL WORK AND NO PLAY?

When I’m not at Nintendo, I’m usually spending time with my family. My child is still young, so I’m not able to go to movie theaters, but I still watch many films. Action-adventures are my favorites, and Hayao Miyazaki’s movies are the ones I love the most—Miyazaki has been one of the biggest influences on my life. When traveling, I try to read books as much as I can. Most recently, I’ve read a bizarre novel in which a town spontaneously starts a war with its neighbor for some reason. Without any long setup, the author immediately hooks the reader into its very strange premise—I’m really impressed by his technique. I’m really into music as well, and have been listening to a lot of ‘80s fusion music, like Matt Bianco and Japanese guitarist Masayoshi Takanaka, and I’m also the head of The Wind Wakers (Nintendo’s brass band), though it’s too bad that we’re all really busy right now and don’t have much chance to practice. We usually give four concerts each year, including a welcome concert for new employees each spring, but we may have to delay that concert this year. We wouldn’t want practice to get in the way of developing the new Zelda game! It’s going to be extremely exciting—count on it.

Castlevania®

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

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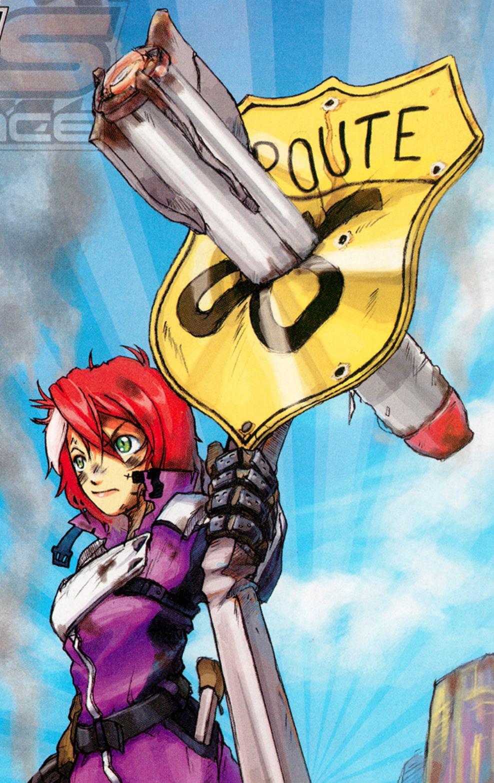
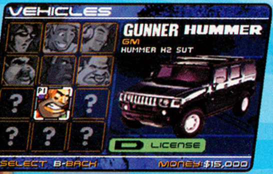
NINTENDO DS™

NINTENDO POWER®

# RACING GEARS ADVANCE

☑ MISSED OIL SLICK
☑ BRIDGE SHORT-CUT
☑ COLLECTED MONEY
☑ ACTIVATED CLOAK
☐ DODGED MISSILE




VEHICLES
GUNNER HUMMER
GM
HUMMER H2 SUT
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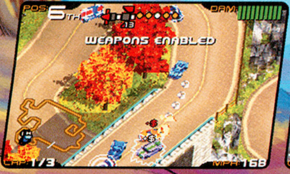
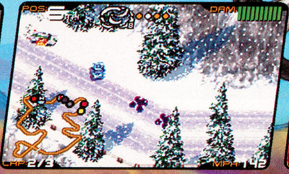
A-SELECT B-BACK
MONEY $15,000

Best Car? Depends on how you drive!

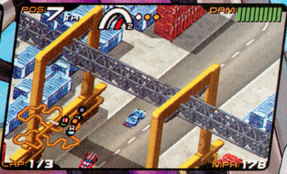
## IN STORES NOW!


POS 6TH
DAM
WEAPONS ENABLED
LAP 1/3
MPH 168

One Missle, One Wipeout!


POS 5
DAM
LAP 2/3
MPH 142

When slippery roads just aren't enough.


POS 7TH
DAM
LAP 1/3
MPH 178

Speeding through the Shipyard!

UPGRADES
GAME BOY ADVANCE SP

"One of the best GBA racing games"
- Nintendo Power

"BEST RACING GAME"
- IGN E3-2004 Award

"The BEST GBA Racer we've ever played!" - PLAY Magazine

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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GAME BOY ADVANCE SP

# SHADOW the HEDGEHOG

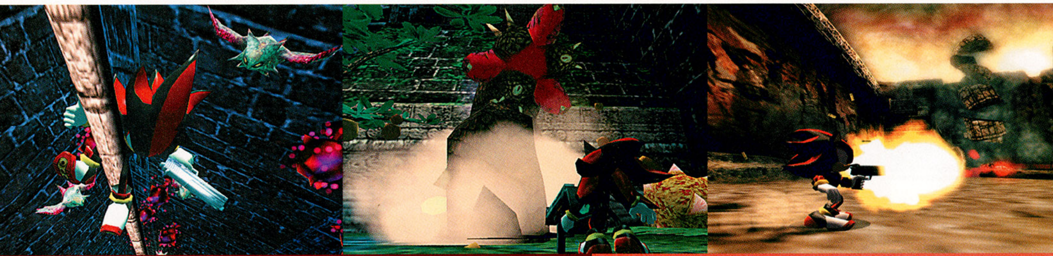
© SonicTeam/Sega, 2005

Pushing Sonic aside for the time being, Shadow the Hedgehog steers Sega's legendary action-platform series in a bold new direction. Make no mistake—the game moves at the breakneck speeds the series is famous for, but unlike Sega's beloved mascot, Shadow's packing heat. Caught in the middle of a complex battle between the G.U.N. army, Dr. Eggman and a mysterious race of aliens, the dark hedgehog can wield a variety of weapons as he blasts through more than 50 unique missions. Your actions at critical points in the game will tip the scales toward the forces of good or evil, and ultimately determine Shadow's fate, reflected by multiple endings.

Though the game isn't completely abandoning its platformer roots, there's definitely a greater emphasis on the action part of the equation. In previous Sonic games, the real enemy was often the environment, forcing the player to concentrate on fancy footwork and well-timed jumps. In Shadow the Hedgehog, combat takes center stage. Therefore, the developers are endeavoring to tighten some of the play mechanics, even giving Shadow the ability to strafe. Another area where the game deviates from its predecessors is in its focus on a single protagonist. Whereas recent games have had you play as multiple characters, Shadow keeps you in the rocket-powered shoes of its titular antihero at all times (though we do expect Sonic and company to make an appearance).

Narrative also plays a much bigger role than it did in previous Sonic adventures, and at the center of that are the secrets of Shadow's past. Is he an android created by Dr. Eggman? Is he the original Shadow simply suffering from amnesia? Or is there an even more sinister explanation?

Shadow the Hedgehog is currently in development at Sega Studio USA under the direction of Takashi Iizuka. The studio's previous title, Sonic Heroes, enjoyed great sales success (especially on the GCN) despite being vastly underrated by the gaming press. It'll be interesting to see if the team can pull off the darker tone and still maintain its audience. We'll find out this winter.



# Q&A with Takashi Iizuka

Takashi Iizuka has worked on a number of SonicTeam's greatest hits, including Sonic the Hedgehog 3, NiGHTS into Dreams and Sonic Heroes. He was recently gracious enough to answer a few questions for us.

**Nintendo Power: Why create a new game featuring Shadow rather than Sonic? What makes him such an appealing character to work with?**
Takashi Iizuka: I've been interested in featuring Shadow in his own adventure ever since I created him for Sonic Adventure 2. Shadow has a completely different personality than Sonic, which allows me the ability to do things that are just as cool as Sonic while giving me the freedom to do things that are completely outside of Sonic's world.

**Why did you decide to add weapons? And a possibly related question: why do you think platformers, once the most popular genre in video games, have been dwindling in popularity in recent years?**
Weapons are just one component of the entire game that is new to gamers familiar with the Sonic-based games. And guns are just one type of weapon—we have gadgets, alien weapons, and even environmental objects like poles, sticks and debris that can be utilized. We have over 30 different weapons and items plus a variety of vehicles you'll be able to commandeer.

I think that the variety of new game genres and ideas that have been created has made platformers just one type of game that can be enjoyed. There are just so many great games to choose from these days as compared to what we used to play.

**This is the fourth 3-D game in the series (not counting offshoots like Sonic R). What have you learned from those previous efforts?**
With each game I've learned that it's most important to keep the game design fresh and appealing to our fans. The heart of the game is high-speed action and it's been one of my biggest challenges to balance the design of a new style of gameplay that includes weapons and vehicles.

**Modern Sonic games have typically starred multiple characters. Why a single protagonist this time?**
One of our goals in creating Shadow the Hedgehog was to give the opportunity for our fans to truly find out the mysteries that have shrouded him in the past. Is he good? Is he evil? Just why was he created? In this game, we specifically designed it so that the player will be in total control to unveil every story behind Shadow.

**Many have complained about the camera in the 3-D Sonic games. What is the team doing to address this?**
With the return to a single-character game, we have been able to optimize the camera specifically for the player's perspective. We have implemented a new camera system that lets the player actually control the camera angle during gameplay, which further enhances our idea of putting complete control of the game into the player's hands.

**With the darker tone, are you afraid of losing Sonic's younger fan base? Conversely, are you hoping to attract a larger mature audience?**
With every game I create, I've always tried to embrace our Sonic fan base, since they are the ones that make our games what they are today. With Shadow the Hedgehog, being able to work within the Sonic world but having the freedom to do different things, I'm hoping that those who grew up with Sonic can enjoy it just as much as those new players who have never played Sonic before. We really are excited about making this a game that everyone will love.

> **"I can now let gamers unveil and discover the truth behind the mysteries that shroud our renegade hedgehog. You decide the path he takes, and you decide how the story unfolds."**

**What can you tell us about the good/evil alignment and how it affects the gameplay and storyline?**
Shadow has always been a very mysterious character. In Shadow the Hedgehog, I can now let gamers unveil and discover the truth behind the mysteries that shroud our renegade hedgehog. You decide the path he takes, and you decide how the story unfolds. Besides the branching storylines, each stage, story event and even the difficulty is all affected by how the player decides to play the game. This is all put in place with the intention of offering the player a different game experience every time.

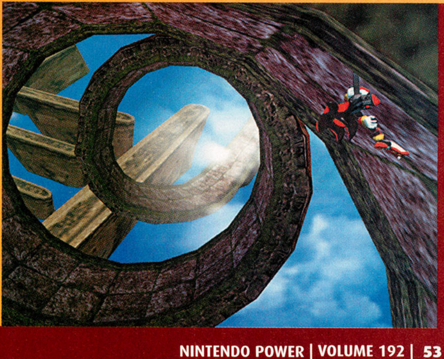
**What are your thoughts on the next hardware generation?**
I am extremely excited to see the advances in the technology and as a creator, the next hardware generation offers us the chance to create games that we could have only dreamt of years ago.

**Can you tell us anything else about the future of the Sonic franchise?**
Sega is always interested in exploring new directions, as it's our goal to continue to push the envelope creatively as well as technologically for the Sonic franchise. And we would like to create Sonic franchise titles that appeal to all ages. Shadow the Hedgehog is just one of them.

**Sonic Mega Collection has enjoyed incredible prolonged sales success on the GCN. Do you think we'll ever see another side-scrolling Sonic game on consoles?**
Sega is always looking into new ways of offering a new gaming experience to our fans. Our Mega Collection has done exceptionally well and we thank all our fans for their support. In the future, we are committed to bringing new types of Sonic games to market that our fans love.

**What's your personal favorite Sonic game of all time and why?**
For the 2-D side-scrollers, I really enjoyed Sonic the Hedgehog 2 for Genesis. I think it has the best all-around action, game design and stage tempo. For the pure enjoyment of the Sonic world in general, I love Sonic Heroes because as you play through the game, you feel as though you are part of a group that constantly works and communicates together.

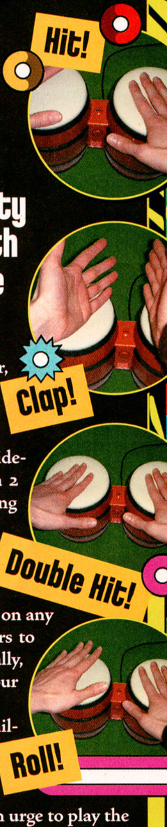
**What else would you like our readers to know about Shadow the Hedgehog?**
We're working hard to bring you, our fans, a completely new game from the Sonic franchise! We look forward to sharing with you more information about our game as soon as we can.



# DONKEY KONGA 2

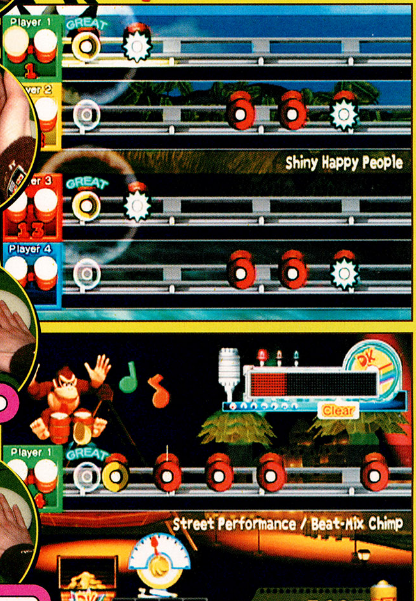
TEEN
T
Mild Lyrics
CONTENT RATED BY ESRB

## Bust out your DK Bongos! Nintendo's rhythm-based party game is back on the beat, with different songs but the same great fun.



Since the release of Donkey Konga last September, the DK Bongo controllers have proven their worth and their diversity to Nintendo GameCube owners of all kinds. In March, Donkey Kong Jungle Beat utilized the peripheral device in a breakthrough side-scrolling adventure. And this May, Donkey Konga 2 will give gamers a chance to test their bongo-playing skills once more in a variety of ways. In addition to an entirely new song lineup, Donkey Konga 2 offers three modes not included in the first game: Beat-Mix mode randomly changes a song's rhythm every time you access it, and can be played on any difficulty level. Music Lab allows up to four players to earn badges by winning minigame challenges. Finally, in the no-rules Freestyle Zone, you can jam 'til your hands are sore.

Seasoned Donkey Konga aficionados will be familiar with the game's basic controls, but newbies will find the bongos to be quite intuitive as well. Donkey Konga 2's wide variety of songs will suit even the most casual music fans (who hasn't had an urge to play the bongos while listening to "Losing My Religion"?), while the escalating difficulty levels will have professional drummers wondering how they manage to make a living.



Wanna prove to your friends that you're the best Donkey Konga player around? Try Beat-Mix mode, and drum to the mixed-up beat of one of the 32 new songs Donkey Konga 2 has to offer.

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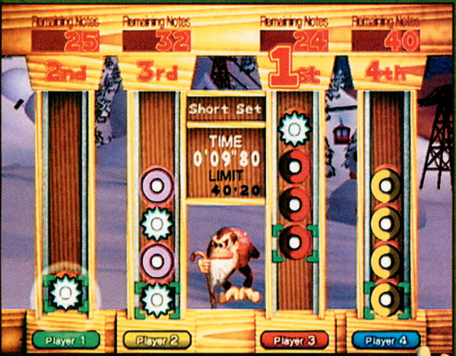
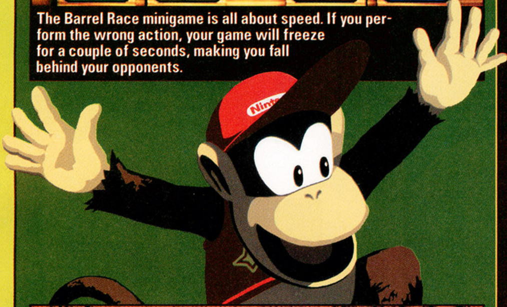
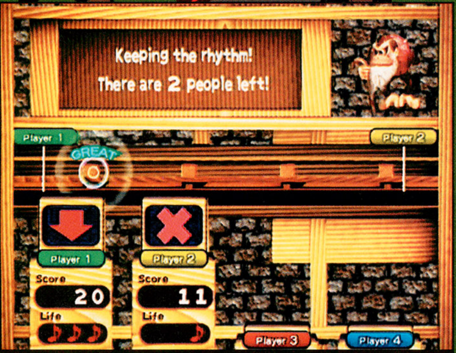
# Rockin' Out in the Music Lab

The Music Lab lets you spend your hard-earned coins to play minigames, either against the computer or against friends. Performing well in the lab gives you a chance to play a Memory-style matching game and unlock dozens of collectible badges.


Remaining Notes
25
Remaining Notes
32
Remaining Notes
24
Remaining Notes
40
2nd
3rd
1st
4th
Short Set
TIME
0'09"80
LIMIT
40"20
Player 1
Player 2
Player 3
Player 4

The Barrel Race minigame is all about speed. If you perform the wrong action, your game will freeze for a couple of seconds, making you fall behind your opponents.



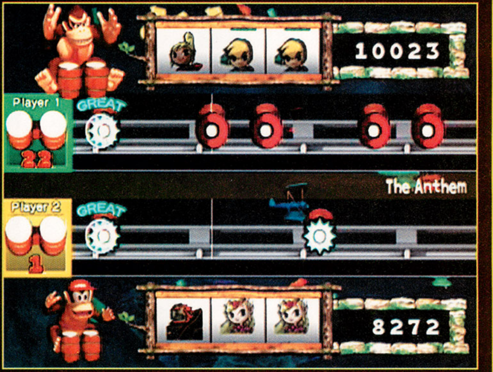

Keeping the rhythm!
There are 2 people left!
Player 1
Player 2
GREAT
Player 1
Player 2
Score
20
Score
11
Life
Life
Player 3
Player 4

Rhythm Keeper is all about accuracy. Each round, you'll be given a rhythm that you have to match. Because there's no music to follow, you'll face the difficult task of keeping the rhythm in your head.

# Songs, Songs and More Songs!

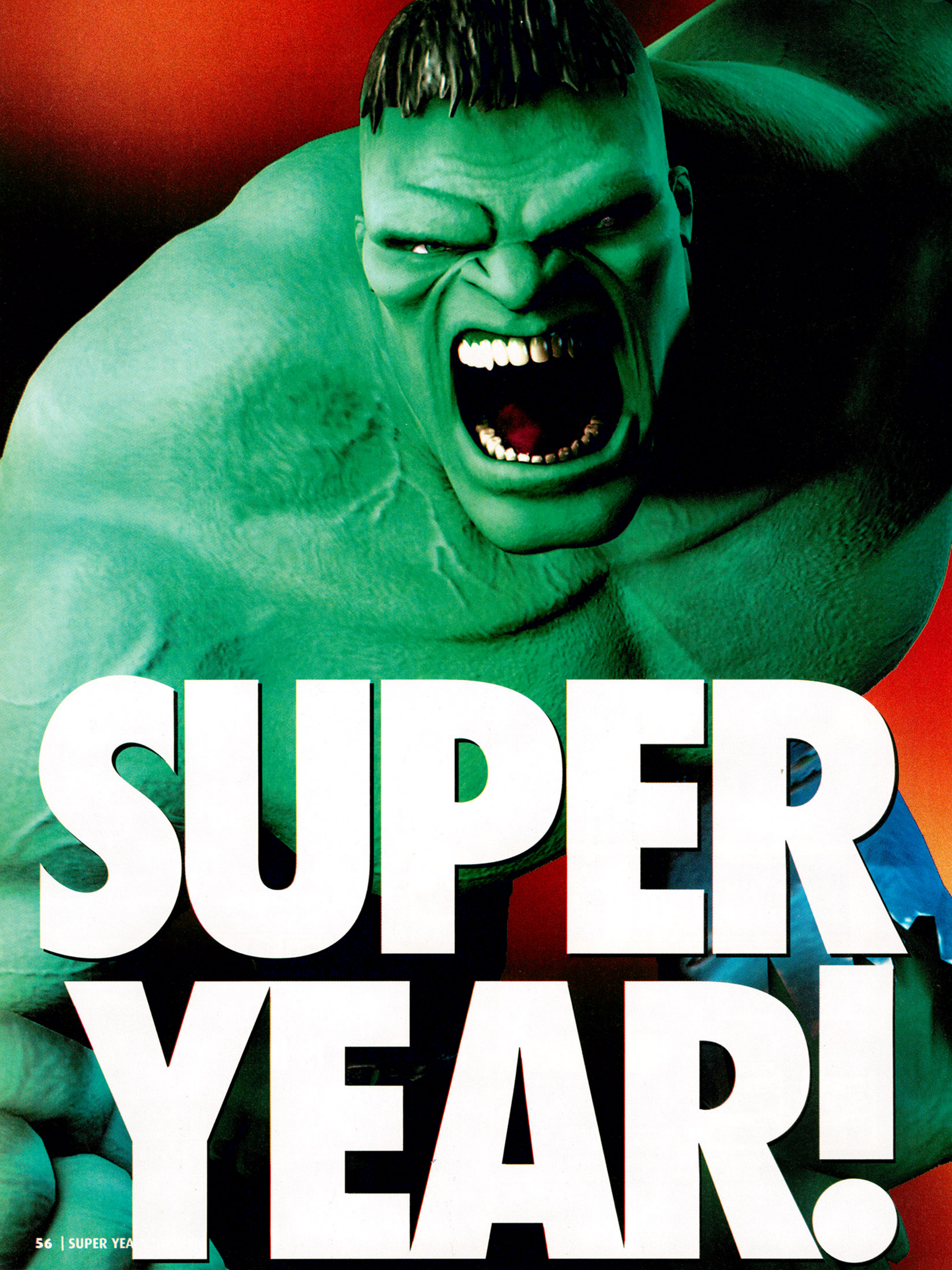
In addition to a hilarious remix of the Donkey Konga theme, Donkey Konga 2 offers a ton of new tunes that demand your bongo-playing talents. Take a look at a sampling of the many new songs.

- "All Star"
- "Born Too Slow"
- "Come Clean"
- "Drive"
- "Full Moon"
- "Headstrong"
- "High Roller"
- "Hit 'Em Up Style (Oops!)"
- "I Don't Want to Know"
- "It's Been a While"
- "Losing My Religion"
- "No More Drama"
- "Pieces"
- "Rock the Boat"
- "Send the Pain Below"
- "Shiny Happy People"
- "Sidewalks"
- "The Anthem"
- "U Don't Have to Call"
- "Unpretty"
- "Why Don't We Fall in Love"
- "Wish You Were Here"


10023
Player 1
GREAT
22
The Anthem
Player 2
GREAT
1
8272

# The Beat Is On!

On May 9th, Donkey Konga 2 will hit store shelves both as a stand-alone game and packed in with a set of DK Bongos. The original Donkey Konga reigned as the ultimate party game, and its successor will take bongo control to a whole new level. If you haven't played bongos and video games at the same time, you just haven't lived.



# SUPER YEAR!

**SPIDEY** TAKING DOWN EA'S BEST, BRIGHTEST AND BRAWNIEST?

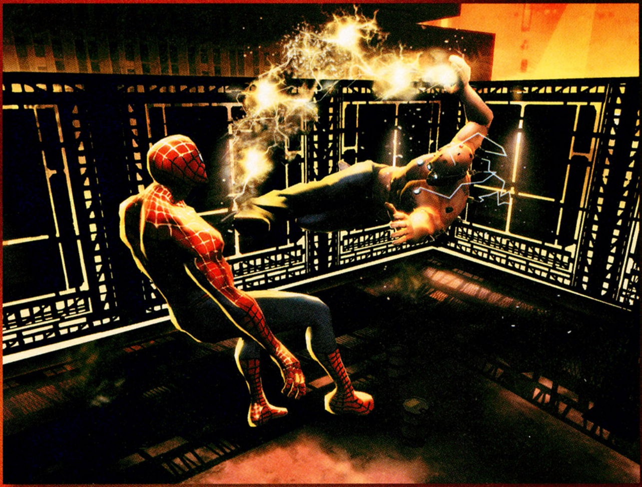
**HULK** LOSING IT AND GOING POSTAL ON BYSTANDERS?

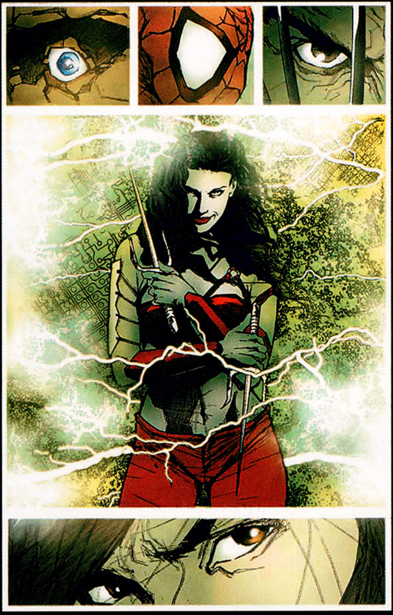
THE SHOCKS DON'T STOP THERE—NOT WITH THE

# BLITZ OF SUPERHERO GAMES ON THE WAY.

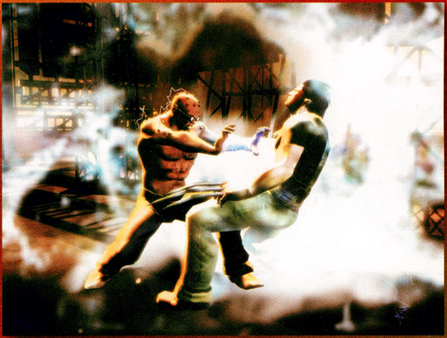
# MARVEL NEMESIS—PERFECT FACE-OFF?

Electronic Arts is getting in the habit of envisioning more than mere gameplay from its titles. Just as Def Jam: Fight for NY was arguably as much an extreme hip-hop lifestyle sim as a button-masher, EA's next brawler, Marvel Nemesis: Rise of the Imperfects, is largely about living the superhero lifestyle. At least that's the sense you get when discussing the game—which pits Marvel's best against a new crew that EA ordered up—with line producer Dan Ayoub. He told us that the goal was not only to create a great fighting game, but also to innovate the "superhero experience." So, true believers, have you ever wanted to serve up The Thing's clobberin' time specials, Spidey's thwipps, Wolverine's snikts, or Elektra's ... uh ... distracting thrusts and parries? Marvel Nemesis may be the fully immersive powfest you've been waiting for.





Marvel hints that some of its heroes may be tempted by the perfection that the scientist will peddle in the comic series. But we ask you: Could Elektra be any more perfect?



Ayoub explains that to create the ideal superhero experience, it was vital to mix in foes designed for great gameplay, not just draw upon Marvel villains. Thus EA embarked on its quest to create new enemies—like the shockingly studded Johnny Ohm, hatched especially for Rise of the Imperfects—then work with Marvel to produce a six-issue miniseries starting in May that will chronicle the backstory in the months leading up to the game's release. EA is loathe to share details about the comic (titled *Marvel Nemesis: The Imperfects* and written by *X-Men: Phoenix Endsong*'s Greg Pak), but will reveal that it concerns an alien scientist obsessed with creating the perfect warrior. He turns a group of Earth misfits into cybernetically enhanced beings, then submits them to trials that Marvel's finest are drawn into. As far as how all this will affect EA's fighter, the world must wait and see.

# NP VS. EA: GOING TO THE MAT FOR ANSWERS

**Hands-on play will be the true test of Marvel Nemesis, but since Electronic Arts has barely pulled the spandex wrap from its secret "Marvel vs. EA" brawler, we went a few verbal rounds with Dan Ayoub, the game's line producer, to get a feel for the superanticipated fighter.**

**Nintendo Power: On the continuum of fighters, where you would place this game's difficulty?**
Dan Ayoub: The fighting system is innovative on many levels. The team's goal going into this game was to deliver a system that players could learn quickly so that they could feel like a superhero almost immediately, but still have a great learning curve. It's really easy to learn, while still providing a depth that is just amazing. I think that for the first time players will really feel like a superhero.

**Spidey can leap to incredible heights; will jumps or flight play a part in the fighting?**
We have gone to great lengths to really make these characters feel right, and that means allowing their remarkable mobility to come to life in the levels. Gamers and fans are going to be thrilled to see their characters moving as they should through these environments. Characters will be able to use all of their powers and abilities in these battles.

**What can you tell us about the dude with the outbreak of electrodes? What's his origin? Mutant or altered human? He looks like he can hold his own pretty well.**
His name is Johnny Ohm. I cannot say too much about him now. You're definitely on the money in that he is a badass and will be a lot of fun to play.

**Will blocking or avoidance be key for defense? Hard to imagine diffusing a punch from The Thing.**
Defense is a big part of any fighting game, and this is no different. The player will have a number of defensive options available to them depending on what character they are playing. Again, we are remaining true to the fiction, so players will have to play according to the strengths of their chosen character. To use your example, Spider-Man would more likely dodge a punch from Thing, whereas a more physically solid character may block.

**One screenshot shows the *Daily Bugle's* roof. What are other areas? How interactive are they?**
I cannot tell you too much about the other battle locations at this time. What I can say is that the locations will definitely speak to Marvel fans. For the levels themselves, I think a big part of what makes these characters and the movies so popular is the destructibility. What's ironic is that environment destructibility is also the element that has been lacking in superhero games thus far. We've moved to a model where the environment and how the player chooses to interact with it will be key determinants of the outcome.

**The game's nickname has long been "Marvel vs. EA." Has EA largely been on its own in terms of developing its half of the matchup?**
Creating these characters was the result of some great partnerships with Marvel and other talents. The backstories were created by EA in partnership with one of Marvel's premier writing talents (who I cannot reveal at this point). For the artwork, we turned to Paul Catling, who has done some phenomenal work in films such as *Spider-Man 2* and the *Harry Potter* movies.

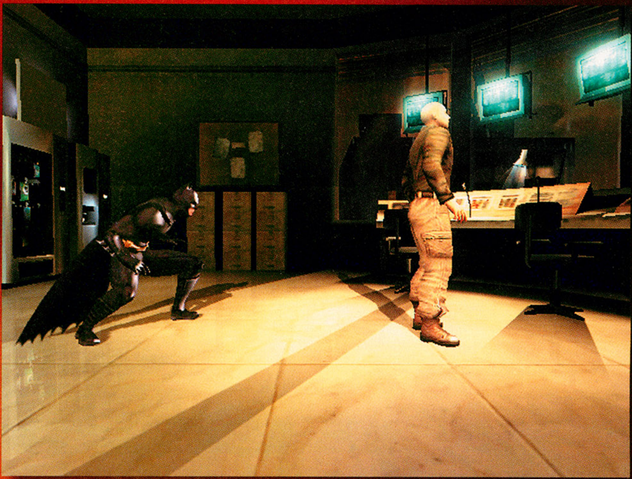
**Until the unveiling, some assumed that Marvel heroes would spar with SSX boarders. Did you get any opinionated superfan mail during the silent period?**
It was really interesting to observe this expectation. We just kept our heads down and focused on creating some exciting new characters. The characters were born from collaboration between EA, folks from Hollywood, and some of Marvel's hottest talent. These new characters are truly unique, and will be a very pleasant surprise to many people.

# SPIDER-MAN & X-MEN—IN THE SHADOWS

Activision, which holds two of the hottest superhero franchises, has maintained total information lockdown on Ultimate Spider-Man and X-Men Legends II, two titles long expected to hit the Nintendo GameCube this year. Fortunately, Marvel's March financials confirmed the releases, naming the Spidey title for fall and the X-Men sequel for the fourth quarter. Speculation runs rampant as to what the games will hold, however. Activision's blockbuster success with its Spidey movie tie-ins suggests that the upcoming game will again swing into 3-D free-roaming territory. But since the Ultimate Spider-Man series has been about totally rebooting the classic Spider-Man property—giving the Web-Crawler and villains a 21st century makeover—we half-expect Activision to rethink its approach to the unique comic series. X-Men Legends II, the sequel to last year's action-RPG, will surely return with all of the team-based gameplay and attention to X-Men detail that made the first so authentic for fans. But how will developer Raven Software top a story that spanned so many essential locales—such as the Morlock tunnels, the Astral Plane, Muir Island and Asteroid M—and invoked such all-time baddies as Magneto, Shadow King and the Sentinels? We'll bring you the first details on both games as soon as they break. Until then, we'll be climbing the walls with anticipation.

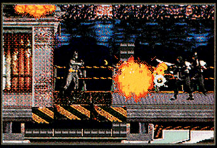
# DON'T FEAR THE DARK—BATMAN IS BACK

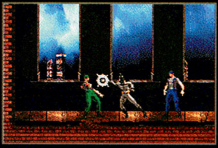
He doesn't have any superpowers, but Batman has been bringing down bad guys for decades using wit, agility and a tricked-out utility belt. His fourth GCN title, the first to be published by EA, should prove to be the darkest, most thrilling Batman adventure yet. Due out in June and tied in with this summer's Christopher Nolan-directed film, Batman Begins puts a new twist on the hero's oft-told origin story. The main themes of the GCN title are surprise and fear. By sneaking up on enemies (à la Sam Fisher or Solid Snake) and causing them to look one way while he attacks the other, the Dark Knight is able to infiltrate creepy locations unharmed. Although stealth gaming has been a growing trend for some time, Batman Begins is the first title to apply silent sneakery to an established chararacter, and the fit is perfect.

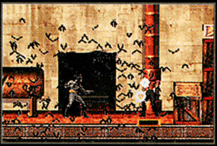


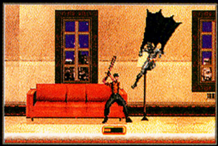
## THE ADVENTURE EXTENDS TO THE GBA

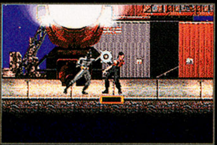
Holy handheld heroics! Batman's movie-based baddie beating includes a GBA side-scroller that is sure to get your fingers twitching. Expect plenty of action, and showdowns with the movie's prime villains: Scarecrow and Ra's Al Ghul.

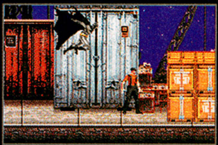


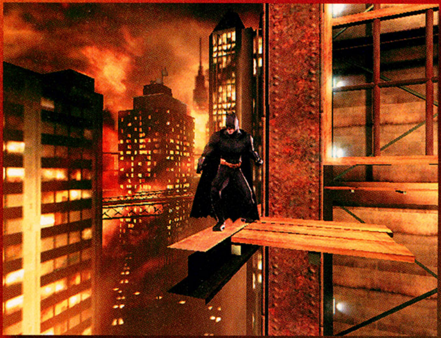


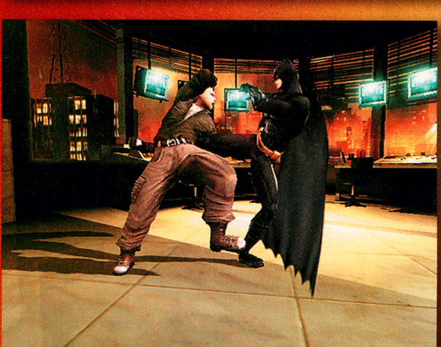








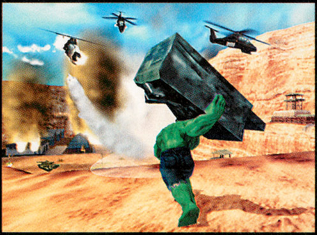




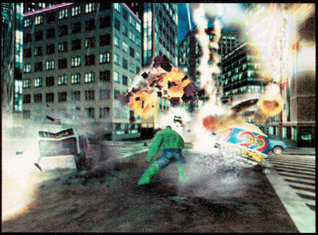
# WORLD HATE HULK! HULK FIGHT BACK!

Hulk has always been hated in his world—that's nothing new. What's shocking is how much the Hulk deserves his bad rep in The Incredible Hulk: Ultimate Destruction, due on the GCN this August from Vivendi Universal Games. When we first saw screens of the game earlier this year, we were impressed by how developer Radical Games was turning the Hulk loose in free-roam environments to do his worst. But now that we've seen the game in motion, we're a little … frightened. Though the Hulk has gone through some dark days as Bruce Banner and has struggled with his inner wild child, the Marvel sorta-hero usually has a moderate sense of responsibility. He usually roughs up only guys who are badder and meaner than he is, with the occasional collateral damage. But Radical has let Hulk off the leash. Ultimately the player will need to decide how brutally to play it up, but the gameplay allows Hulk to approach a bus filled with screaming commuters, then throw it down the street. Or use a lamppost to tee off when a SWAT-team soldier is in the way. Or bat a pedestrian into the stands. And the whole time, the Hulk makes angrier noises than a Kodiak bear with kidney stones. With 150 moves that the Hulk can learn, and landscapes that are 100% obliteratable, Ultimate Desruction is poised to live up to its name. But wait; there's more: Radical has designed the game so that Hulk can "weaponize" nearly everything in the game. Lead designer Eric Holmes confesses that "this game brings out the worst in everyone," and has shown us five of his favorite ways that players can weaponize and terrorize. Check out the examples below while we run for cover.

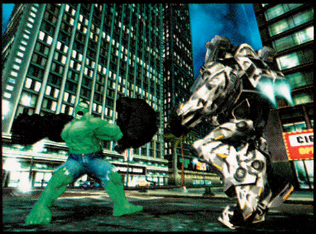
# 5 WAYS TO TURN HULK'S FROWN UPSIDE-DOWN



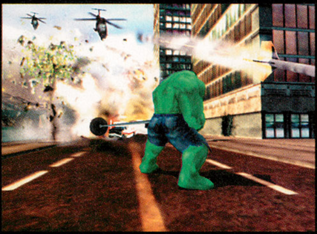
**PACK HEAT, HULK-STYLE:** The Green Goliath can throw any object great distances. Imagine ripping an armament off the back of army field artillery, then pulling out missiles and hurling 'em at helicopters.



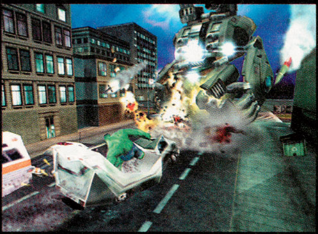
**BOWL FOR A STRIKE:** Hulk can ball up objects then roll the spheres down the street. People get crushed, roadblocks crumble, mayhem ensues. And in a game ruled by Radical's physics system, gutter balls can go horribly wrong.



**GREEN-THEFT AUTO:** Why would the Jade Giant need to steal a car? If he rips one in twain then smashes the halves together, he can use them as steel gloves that let his hands do the talking much, much more loudly.



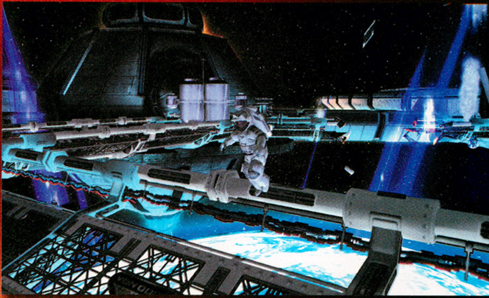
**THE OLD BALL AND CHAIN:** If Hulk tears a wrecking ball off of a demolition truck, he can throw it at a jet fighter then snap it back on its chain, or swing it around to clear traffic jams.



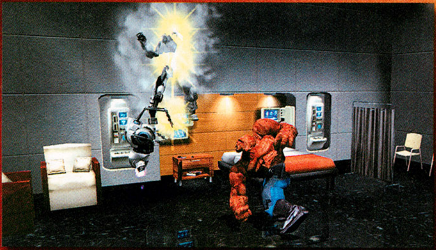
**CATCH A WAVE OF DESTRUCTION:** Marvel's most aggro dude can chill out and go surfing by bashing a bus flat, then hopping on and letting his momentum carry him down the street with the impact of a tsunami.

# FANTASTIC FOUR STRETCHES STORY

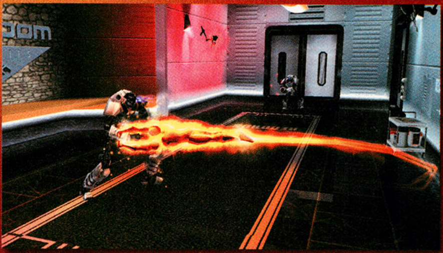
X-Men did it, but can the Fantastic Four? Turning one hero into a movie draw is easier than telling the story of a whole group in cinematic shorthand. We can't wait to see how this summer's FF flick captures Marvel's first family, with all of its endless squabbling, but we're far more eager to get our hands on Activision's tie-in, a team-based action game for the Nintendo GameCube. According to lead designer Jeff Gardiner, the story arc begins and ends in sync with the film, which pits the team against nemesis Doctor Doom. But while the movie focuses on character intros (since 20th Century Fox hopes that *FF* will spawn sequels), Gardiner says that Activision had freer reign to amp up the game's action, which allows players—in single and co-op modes—to switch dynamically between the two to four heroes typically present in a mission. Players will also be able to combine the heroes' powers on the fly (see 'em in action below), and many combat situations and environmental puzzles will demand clever teamwork.



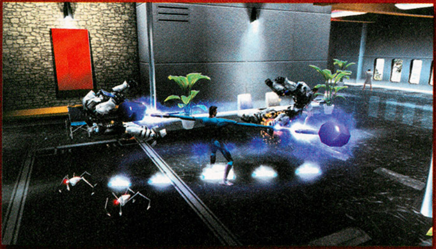
In determining the game's style, 7 Studios blended the movie's art direction with the realism of the *Ultimate Fantastic Four* series to re-create both locations and enemies found in the movie's story, plus add many new storylines and villains to broaden the gameplay, similar to Activision's Spidey series.



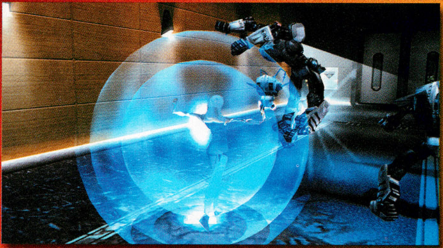
The Thing's the one to switch to when it's clobbering time; he can deal out tons of damage, knock foes far away, throw cars, smash buildings, and crack the ground open. He's also the only one able to deliver massive finishing moves on the toughest enemies.



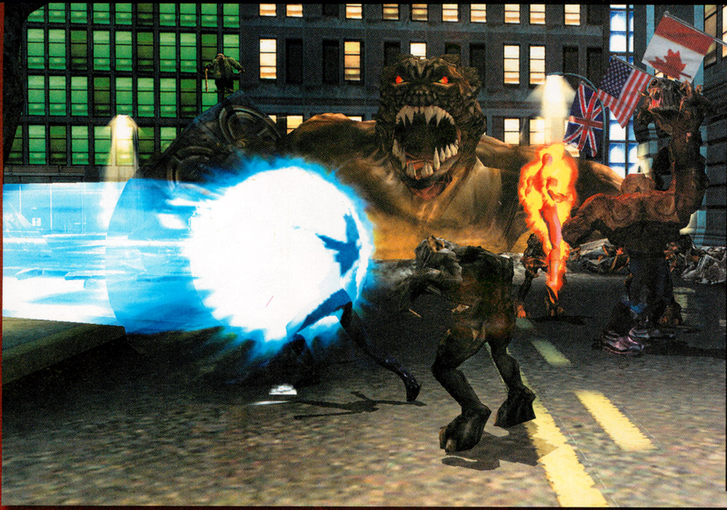
When you want to go ballistic on foes, the Human Torch is your man. He specializes in long-range attacks, such as his supernova fireballs and meteoric flights. In addition, he can summon walls of fire and bend flames to his will. He's always been the FF's resident hothead—and it's good to have that attitude on your side.



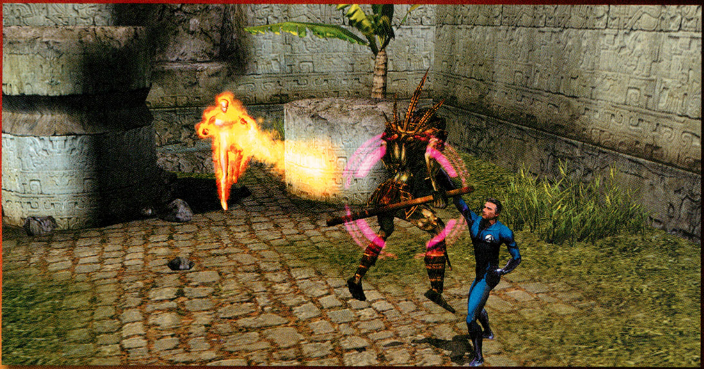
Smarty-pants Mr. Fantastic has sometimes been a hero who's hard to root for. But his superbendy, superbrainy skills will go a long way toward winning respect. He excels at midrange elastic attacks, and he can literally roll over foes. He can also reprogram robots to do his bidding, plus release spider mines of his invention.

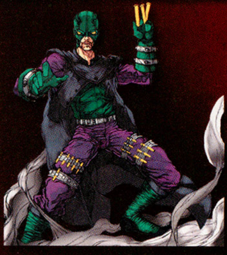


Invisible Girl has often taken a supporting role. But not in the game. In addition to using her invisibility for stealth, and force powers to lift foes and raise shield bubbles, 7 Studios has "raised eyebrows," as Gardiner puts it, by making her a ninja-like fighter with force blades. He cites that Iron Fist trained her in the comics.



Fantastic Four purists who might be dismayed that the movie positions Doctor Doom as the FF's first villain will be delighted that 7 Studios has brought in the series's original foe from 1961's first issue. Mole Man will rise from his subterranean realm to rough up the city—in his updated *Ultimate* series style.





In another non-movie plotline, the FF head to the jungles of Tikal to locate a source of energy strong enough to fuel Reed's reversion chamber, which he hopes will turn the Thing human. There they find another longtime FF villain, the insane alchemist Diablo.

## SUPER YEARS TO FOLLOW

Surely 2005 won't be the last year that yields a bumper crop of quality superhero games, since comic-related properties are getting more serious development (and thus greater accolades from fans) every year. And as comic publishers become more savvy about turning over classic characters to game- and moviemakers, the years ahead can only get more super. In 2006 and 2007 alone, tons of movies—and probable game tie-ins—will fly onto the near horizon.

***IRON MAN* (2006):**
New Line Cinema plans to let Marvel's armored titan fly next summer. Activision already has dibs.

***SUPERMAN RETURNS* (2006):**
Director Bryan Singer plans to do for Supes what he did for X-Men. No game has yet been announced.

***WATCHMEN* (2006):**
Alan Moore's superhero conspiracy is finally getting its cinematic due. Will anyone dare a game? We can hope.

***GHOST RIDER* (2006):**
The hellion from Marvel revs it up next August. No word on a racing game with the whip-cracking skullhead . . . yet.

***X-MEN 3* (2006):**
Marvel has confirmed that Dark Phoenix will rear her furious head in the movie—and that the game is in development.

***NAMOR* (2007):**
Marvel execs have been referring to this summer flick as an underwater *Star Wars*. High claims. No game slated yet.

***SPIDER-MAN 3* (2007):**
Who will Spidey tangle with next? The big rumor is that it's Venom. No rumor here: Activision has dev rights.

***WOLVERINE* (2007):**
The adamantium-clawed hero will go solo a year after *X-Men 3*. Game in the works? No word, but it's a no-brainer.

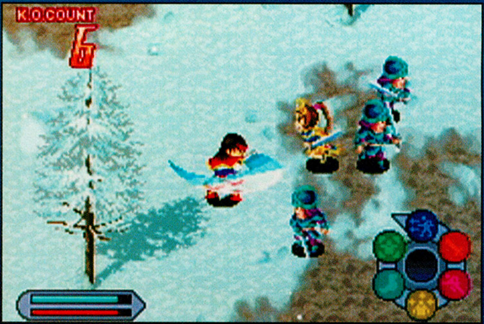
# EPIC CENTER

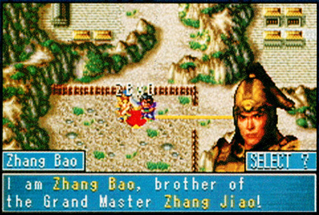
**With six pages of Fire Emblem action elsewhere in the mag, you'd think there would be nothing left for Epic Center but table scraps. Not so! Koei's historical Dynasty Warriors series makes its Nintendo debut on the Game Boy Advance, and we've got an exclusive first look.**

## EPIC PREVIEW

### The Makings of a Dynasty

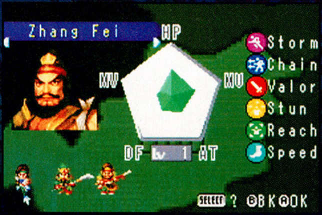
The Dynasty Warriors series, popular for its unique mixture of RPG elements and melee combat, is coming to the Game Boy Advance. The massive new game, Dynasty Warriors Advance, includes over 180 battle areas and more than 200 weapons. As the game begins, a group of rebels in ancient China known as the Yellow Turbans roams the countryside wreaking havoc (a storyline familiar to fans of the series), and an army under the command of He Jin has been assembled to stop them. At the game's start, you'll choose one of nine characters from three Chinese provinces: Wei, Shu and Wu. Each character will provide a different perspective on the story, which is steeped in Chinese history.



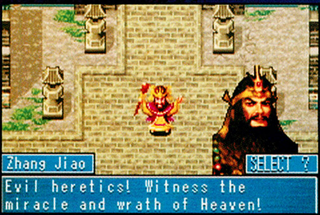


I am Zhang Bao, brother of the Grand Master Zhang Jiao!

There are three game modes: Musou mode, Free mode and Challenge mode. Musou mode lets you follow the main story from the beginning.



The characters have different starting statistics, that will dramatically affect how they perform in battle.

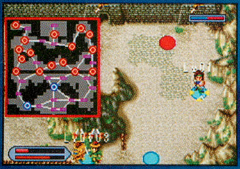


Evil heretics! Witness the miracle and wrath of Heaven!

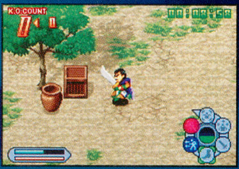
Zhang Jiao, leader of the Yellow Turban Rebellion, will use powerful sorcery to stop your allies from advancing on him.

## Map Movement

Each chapter begins on an overworld map. On a normal turn, you, your allies and your enemies will be able to move one space. Combat is initiated when opposing units occupy the same space. When you engage an enemy in combat, gameplay will change from turn-based to real-time.



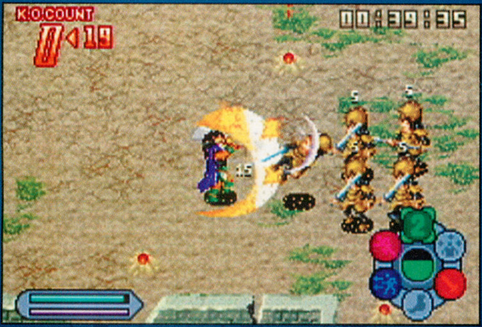
**Pressing the L Button will bring up a complete map, revealing the locations of all allies and enemies.**



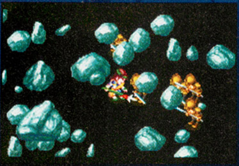
**If your Life gauge or Musou gauge is low, spend a turn searching an unoccupied area for recovery items.**

## Ancient Battle Tactics

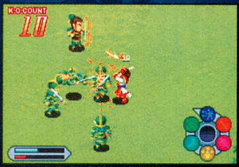
You must defeat a certain number of enemies to clear an area. Combo moves will allow you to take on multiple enemies at once, which will fill your Musou gauge at a faster rate and help you clear an area more quickly. The speed at which you defeat an area's enemies will have positive or negative effects on your next turn.



**Performing well in battle will augment your Ability gauge and unlock power-up abilities that increase the strength of your character, though they'll go away if you start performing badly.**



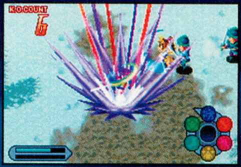
**Some enemies will use sorcery on the battlefield in an attempt to impede your progress.**

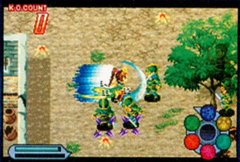


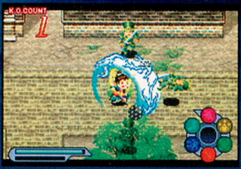
**Archers will fire at you from a distance while you're fighting their comrades.**

## Musou Attacks

A staple of the Dynasty Warriors games, Musou attacks are the most powerful moves in the game, and can be performed only when your Musou gauge is full. If a Musou attack is timed right, it can take out a large group of enemies or do significant damage to a boss.



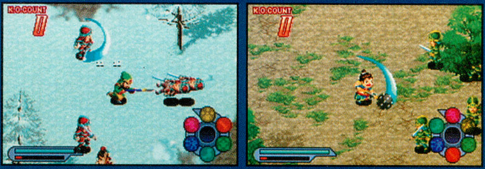




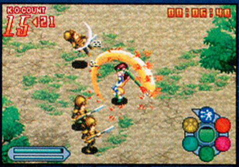
**Each character's Musou attack is distinct. To give them all a test drive, try playing as each of the nine characters in Free mode.**

## Weapons of Warriors

You'll start the game with just a few weapons, but you'll find more as you reach new areas. Each weapon has unique abilities. As your inventory grows, you can equip new weapons in the Armory menu to give them a try.



**As your character levels up, his skill level with a particular weapon will increase based on how often he uses it.**



**When you perform a charge attack, a weapon's elemental effect will be activated. There are six elemental effects in the game: Fire, Lightning, Ice, Vorpal, Blast and Poison.**

## More Dynasty on the Way

Japanese gamers started playing their version of the game, Shin Sangoku Musou Advance, on March 24th. Though we don't yet have a solid release date for Dynasty Warriors Advance, we've confirmed that it is coming to the US. We know that a DS game is in the works, as well—we'll share details as we get them.

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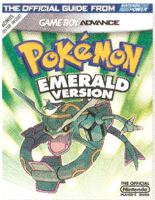
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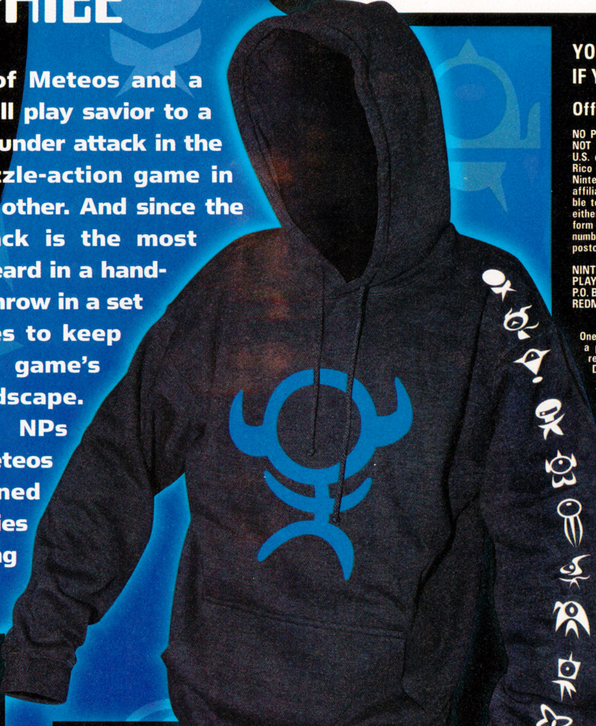

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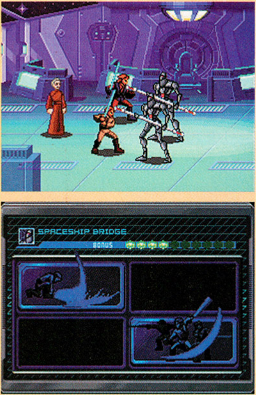
# STAR WARS EPISODE III
## REVENGE OF THE SITH

### REVENGE IS SWEET ON BOTH SIDES OF THE FORCE.

The Darth Vader origin story won't descend on cineplexes until May 19th, but gamers will get an early look at Anakin Skywalker's Dark Side transformation when Ubisoft launches *Star Wars* Episode III: Revenge of the Sith for the Nintendo DS and Game Boy Advance on May 5th. The pair of lightsaber-swinging action titles have identical single-player missions, but different multiplayer options—GBA co-op missions take place during the *Star Wars* Clone Wars (between Episodes II and III), and 3-D space-shooter scenarios for up to four players augment the game's DS version.

The solo adventure follows your choice of Anakin or his teacher, Obi-Wan Kenobi. The selection will determine your path through the missions, and the special powers that you'll learn along the way. Obi-Wan is firmly entrenched in the Force's Light Side, while Anakin is straying toward the Dark Side.



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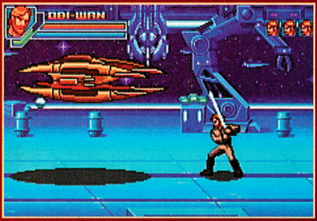
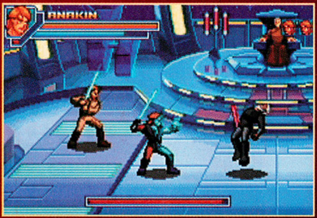
### THE FORCE AT YOUR FINGERTIPS

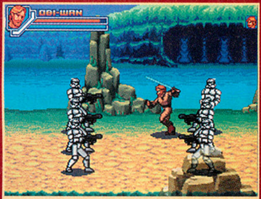
**In the play-the-movie adventure, you guide your choice of Anakin or Obi-Wan against Separatist resistance. The Nintendo DS version takes a page from Spider-Man 2, letting you select special moves via touch control.**

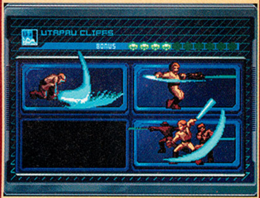


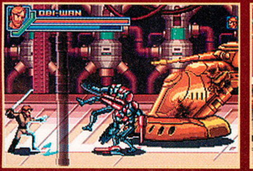


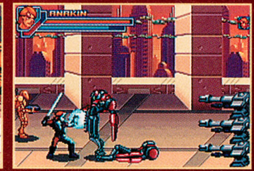
# DEVELOP THE JEDI MASTER'S POWERS

Both Obi-Wan and Anakin can upgrade their Jedi powers in six Force Level categories. The characters have in common the Force Push and Force Pull categories, which enable them to move objects and enemies. Obi-Wan's additional power categories are Light Side-oriented, whereas Anakin's are in step with the Dark Side. During the environment-traversing missions, you can find green Bonus Pickups that, along with your character's Speed and Jedi Style ratings, determine the points you can spend on between-mission upgrades. More powerful upgrades are, naturally, more expensive.









## THE LIGHT SIDE AIDS MIND AND BODY

Obi-Wan's unique Force Level upgrades increase his evasive and defensive abilities. As he uses the powers (and employs his lightsaber to deflect enemy blasts), his special-move-enabling Focus meter fills.

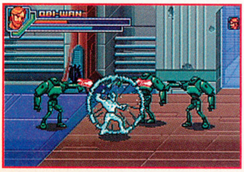
### FORCE SPEED

Powered with a jolt of speed-increasing energy for a few seconds at a time, Obi-Wan attacks enemies faster than before. As you level up the Force Speed power, its quickness and duration increase.

### FORCE HEAL

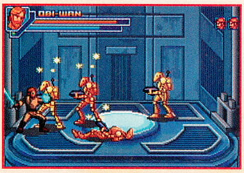
Obi-Wan's healing power exchanges Force Energy for replenished health points. At the lowest level, Force Heal can recover 15 hit points per second. At the most advanced level, it can regenerate 60 hit points per second.

### FORCE SHIELD



By activating the Force Shield, Obi-Wan can protect himself from damage for three seconds at a time. The lowest-level shield protects him from blaster shots only. The highest-level one shields him from all shots and projectiles.

### MIND TRICK



Obi-Wan's Jedi Mind Trick stuns enemies for a few seconds at a time, allowing him to slip by, or to attack the defenseless baddies. Mind Trick upgrades increase the number of simultaneous enemies that the Jedi Master can stun.

## THE DARK SIDE STRIKES BACK

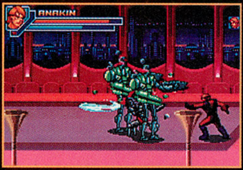
Anger and a strong hunger for power have led Anakin to the Dark Side of the Force. His upgrades are offense-oriented, making him a strong and aggressive fighter. In addition to using his lightsaber to deflect shots, he can toss it at targets.

### ABSORB

**Anakin's Absorb move steals the life force from its victims and fills the Jedi's Fury meter. Absorb upgrades increase the rate at which Anakin can consume life energy.**

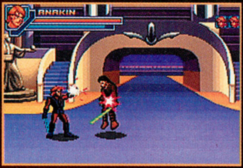
### RAGE

**Rage power increases the strength of Anakin's next several attacks. Upgrades increase the power multiplier and the number of sequential powered-up attacks that Anakin can unleash.**



### SABER THROW

**Anakin's Saber Throw is the only projectile attack in either character's arsenal. As you level up the powerful maneuver, the weapon's accuracy and strength increase.**

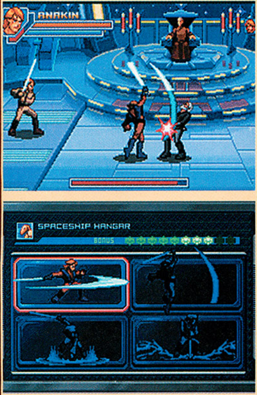


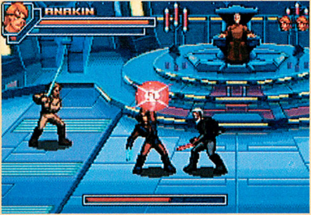
### CHOKE

**A signature Darth Vader move, Anakin's enemy-lifting Choke drains the life force from humans and breaks droids' circuits. Upgrades increase the number of simultaneous victims and the maneuver's strength.**

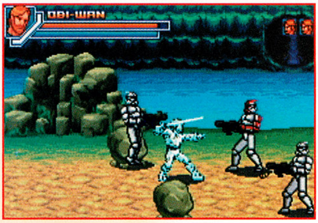
# FOCUS AND FURY—JEDI MOVES RULE

After every boss battle, Obi-Wan learns a Focus move and Anakin learns a Fury move. The new attacks require Focus power and Fury power, respectively. In the DS version, the available moves are displayed on the touch screen. The ones that you have enough Focus or Fury power to call upon are highlighted; simply touch the entry to trigger the move. In the GBA version, you must pull off button combinations to trigger special maneuvers.



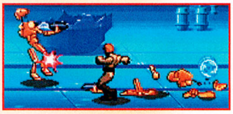


## OBI-WAN'S SENSE



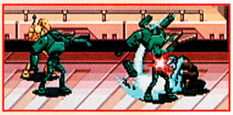
With a full Focus meter, the Jedi can use Obi-Wan's Sense to teleport to every enemy in the immediate area and attack them with devastating blows before they have a chance to react.

## YODA'S TEACHING



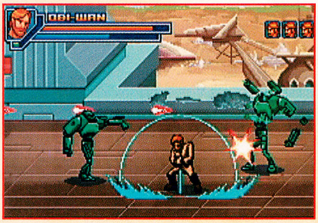
Spinning 360 degrees, Obi-Wan knocks down all of the enemies that surround him after he uses Yoda's Teaching, a move that spends half of his maximum Focus power.

## KNIGHT'S SLAM



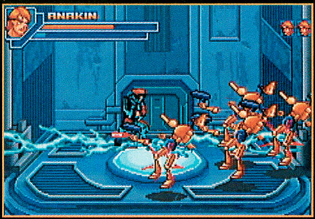
Energy pours from Obi-Wan and blasts the enemy directly in front of him after the Jedi Master triggers the Knight's Slam. The move requires a quarter of his Focus power.

## JEDI'S DEVOTION



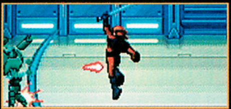
When Obi-Wan's Focus meter is three-quarters full, he can drive his lightsaber into the ground and send out shock waves that knock down all enemies in the area. Anakin has two similar moves: Vader's Wrath and Sidious's Hate.

## VADER'S WRATH



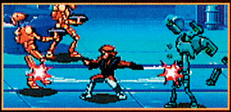
**A full Fury meter gives Anakin the power to unleash Vader's Wrath. Planting his lightsaber in the ground, the transforming Jedi causes bolts of electricity to spread and knock down every enemy in the area.**

## TYRANUS'S UPPERCUT



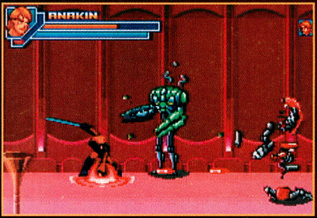
**Anakin slices upward and his target falls to the wayside when you trigger Tyranus's Uppercut. The move uses half of Anakin's maximum accumulated Fury power.**

## PLO KOON'S ROUND



**With one spinning motion, Plo Koon's Round cuts through all enemies that are within reach of Anakin's lightsaber. The move uses a quarter of his maximum Fury power.**

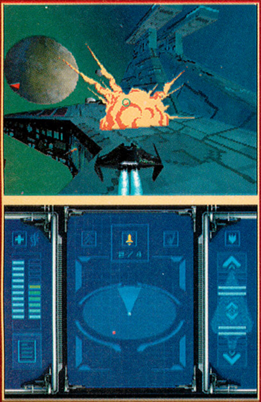
## SIDIOUS'S HATE

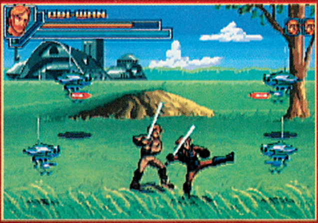


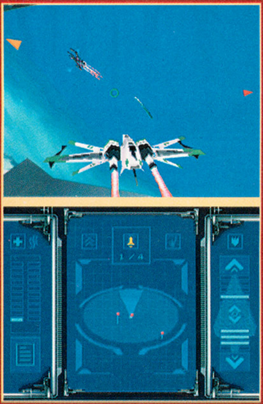
**Similar to Vader's Wrath, but using less Fury power, Sidious's Hate has Anakin punching the ground and dealing damage to all enemies within range.**

## THE DIFFERENCES BECOME CLEAR IN MULTIPLAYER MODES

Both the GBA and DS games allow for multiplayer connections, but the two approaches are different. In the GBA version, Anakin and Obi-Wan continue their ground-bound adventures, working together to defeat Separatist forces. The moves each player has learned in the single-player game transfer to co-op missions. The DS version offers 3-D space-shooting scenarios in eight locations for up to four players .



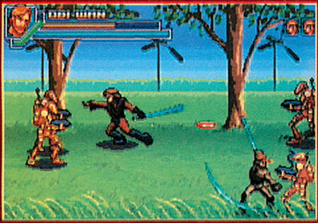


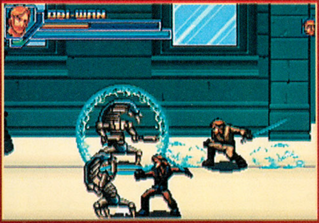


### A NINTENDO DS BONUS: FRAG-FEST IN SPACE

Climb into a starfighter and pick off fellow players and computer-controlled bots over known *Star Wars* locations, such as Hoth. The lower screen offers a radar view and an energy-distribution interface for lasers and shields.

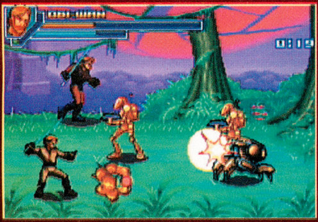
### EXPERIENCE THE CLONE WARS FIRSTHAND





During the three years of war between *Attack of the Clones* and *Revenge of the Sith*, the Jedi fight the beings who will become stormtroopers. In the GBA version of the game, you can live through the Clone Wars with a friend—one player as Anakin, the other as Obi-Wan.

### THE SURVIVAL OF DARK AND LIGHT



The GBA version's Last Jedi Standing mode drops two players into a battle-droid melee. The one who can survive longer wins.

## THE END IS HERE—PLAY THE FINAL PREQUEL CHAPTER

Not long from now, in theatres everywhere, the last filmed chapter of the *Star Wars* saga will unspool. But, two weeks before that, you can live the adventure (and pick up a few key plot points) in the Nintendo DS and GBA games—take them with you to warm up for the movie while you're waiting in the long ticket line.

**HOT NEWS FROM JAPAN!**

# ADVANCE WARS DS

## A MILITARY CONFLICT TOO BIG FOR ONE SCREEN.

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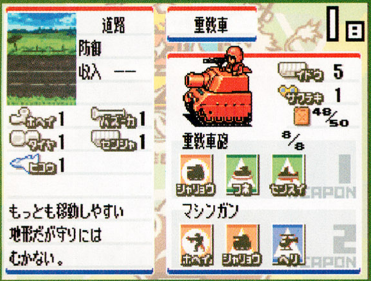
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バズーカ 1
タイヤ 1
センシャ 1
ヒコウ 1
重戦車砲
8/8
シャリョウ
フネ
センスイ
WEAPON 1
マシンガン
ホヘイ
シャリョウ
ヘリ
WEAPON 2

もっとも移動しやすい
地形だが守りには
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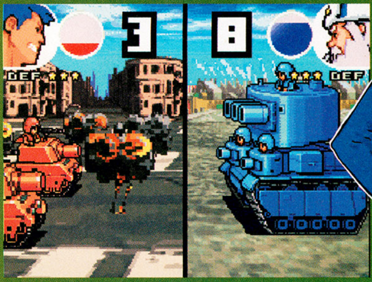

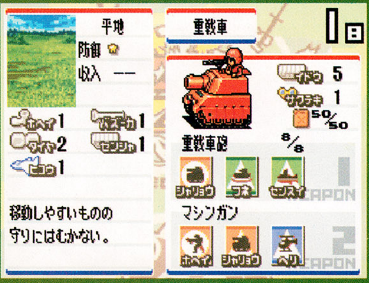
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移動しやすいものの
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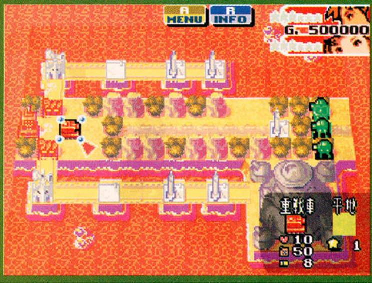
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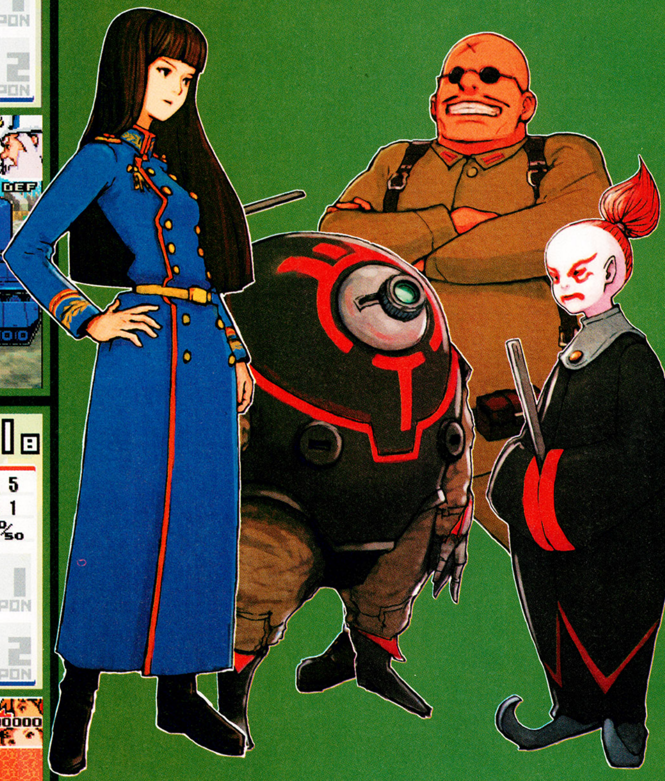


Due to the nature of their development, RPGs and strategy games are always slow to come to a new system. The DS has played host to a number of innovative puzzlers and action games, but we're ready to sink our teeth into a nice, long epic. Enter Advance Wars DS, the latest installment in the popular turn-based strategy series from Nintendo and Intelligent Systems. As its GBA predecessors did, the DS title blends bizarre anime-style personalities and storylines with simple yet surprisingly deep modern military tactics. Though an official U.S. release date has yet to be set in stone, we've procured new details based on the Japanese version of the game.

## MODERN WARFARE

In addition to an all-new campaign (which consists of over 25 missions), Advance Wars on the DS introduces a couple of additional ways to test your tactical mettle. Survival mode requires you to win a series of battles under special conditions. You may have limited funds, for instance, or a predetermined number of turns in which to clear every map. In Combat mode, you'll choose a commanding officer, purchase units, then deploy your forces one by one and control them in real time. As you move your unit with the Control Pad, you can tap the touch screen to fire at enemy targets.

## BROTHERS IN ARMS

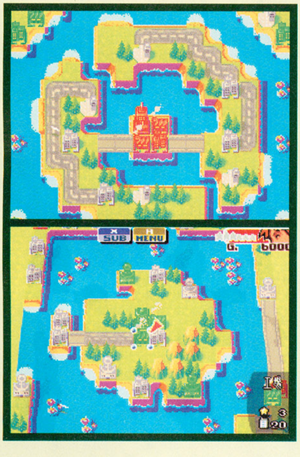
In previous Advance Wars games, only one commanding officer presided over each army. The DS game adds special tag-team battles to the mix, allowing you to bring two COs to a fight and switch between them at the end of each turn. Coordinating your commanders' unique abilities adds an extra layer of strategy to the battle plan. If one CO gives your troops a movement bonus and the other boosts their attack power, you can use the first to quickly move your army into position, then swap in the other when you're within striking distance.

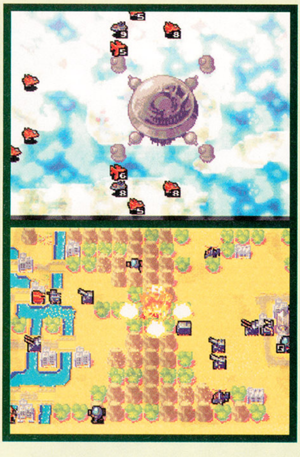
Should you manage to fill both commanders' power bars (by receiving and dishing out damage), you can unleash a Tag Break. This powerful technique activates each character's CO Power (abilities that range from healing all of your units to increasing the amount of money you can spend) and allows both commanders to launch consecutive attacks. You'll receive an additional bonus if you pair up particularly well-matched characters.

## MULTIPLE BATTLEFRONTS

Though the top screen often displays various bits of information and statistics (which is actually quite handy), it serves a far more interesting function during the new dual-screen battles. As you control the action on the bottom screen directly, the AI handles the engagement on the top sceen, which can represent either the air space over the battlefield or an entire second front.

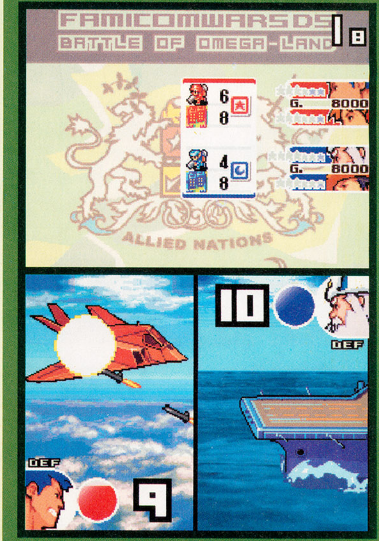
In the example illustrated in the right screenshot below, the satellite hovering above the battlefield will annihilate your troops if you try to cross the mountain range in front of enemy headquarters. To prevent such a catastrophe, you'll have to scramble your air units to shoot down the satellite before you commence your ground assault. It's one of the best uses of the dual screens to date, and should allow for some wonderfully elaborate scenarios.





## NEW RECRUITS

Though the GBA sequel Advance Wars: Black Hole Rising received critical acclaim, many bemoaned the scant offering of new units. The DS game looks to remedy that shortcoming by introducing a stockpile of new weaponry. Among the armaments at your disposal are a stealth fighter that can "hide" from anti-aircraft guns, a megatank that packs a devastating wallop, and an aircraft carrier that can transport planes but suffers from limited attack capabilities. The lineup of commanding officers has also been expanded; each character possesses his or her own unique specialties and CO Powers. Details on the plot remain scarce at this point, but it seems the malevolent Black Hole army has returned.



## PICK UP THE FIGHT

We'll have much more on Advance Wars DS in the months to come. What we've seen so far looks incredibly promising. We'd have been happy if Intelligent Systems had just brought the basic Advance Wars formula to the DS with new missions, but all of the enhancements should evolve the series into something even more engaging. Armchair generals, prepare for war.

# An historic moment: NP goes hands-on with Namco's RTS for DS.

SHOGUN WARRIOR™
REAL TIME CONFLICT

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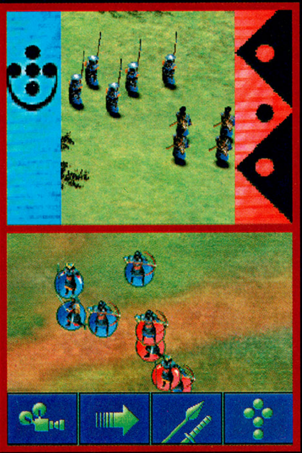
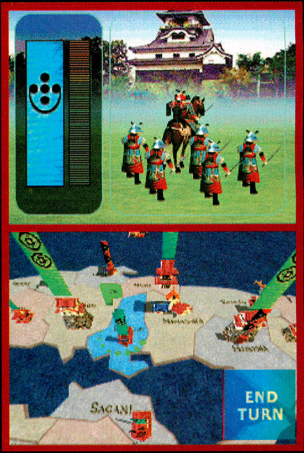
When Namco offered us a chance to play a demo of the feudal-Japan epic Shogun Warrior: Real Time Conflict, we jumped all over it. The game is still early in development, but what we've gotten our hands on looks very promising.

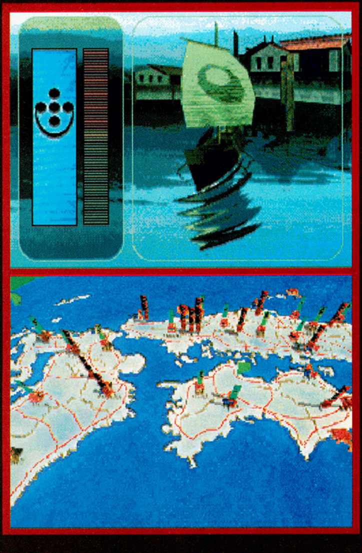
The game plays like this: On your turn, you use the touch screen to select armies to occupy neighboring lands. When you attempt to move into a hostile territory, you have the option to engage in battle or try your hand at diplomacy. Much of the time, you will have to resort to battle, which is where the DS's features shine the brightest.

The two screens work just how we'd hoped—while watching the action unfold on the upper screen, you can use the lower screen to command your troops simply by tapping them. The battle ends when one side defeats the other completely.

After playing the demo, we're even more giddy to play the full game, particularly the 16-player wireless competition. We'll bring you more news about Shogun Warrior after E³.







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www.orbitalmedia.com/juka

# POLARIUM™

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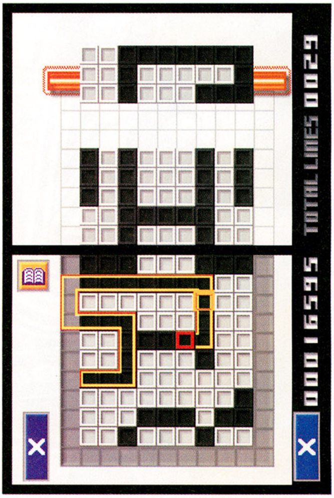
EVERYONE
E
CONTENT RATED BY ESRB

## LINE UP, PUZZLE FANS! POLARIUM IS ANGLING FOR YOUR TIME!

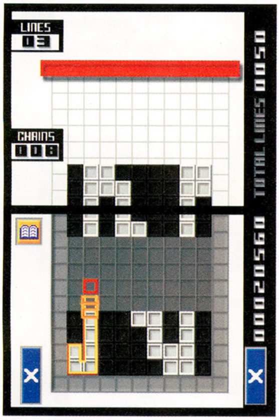
Give Polarium a few minutes, and it'll consume hours—you'll stretch the limits of your schedule for one more shot at a high score, one more attempt at solving a head-scratcher. Polarium is the most addictive block-based puzzle game since Tetris, and it's built only for the Nintendo DS. The premise is simple: Black and white tiles are arranged on the touch-sensitive playing field. You draw a line over the tiles then tap the line to flip all of the blocks that you've touched, changing their color in the process. If the new arrangement creates horizontal lines of matching colors, the tiles in those lines will disappear. But, it's not easy. Tiles drop into the field very quickly in Challenge mode, your competitor blasts tiles your way in Versus mode and single-screen puzzles have you racking your brain for solutions.



## DIG OUT OF A BLOCK BARRAGE

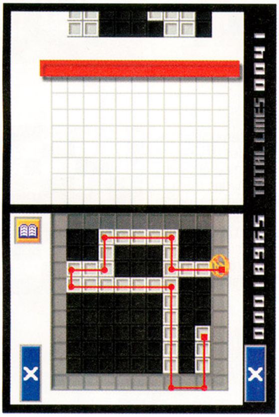
In single-player Challenge mode, tiles fall into the touch-screen playing field. You must make matching tiles disappear at the rate they fall or risk having both screens fill. Avoid slipping into a single-color rut and look for situations in which you can flip tiles of both colors in one swipe to trigger both black and white horizontal line completions. Also try drawing into the borders to create single-move solutions. The more tiles you banish in one stroke, the more points you'll earn.

## DRAW PAST THE BASE TO CATCH FALLING BLOCKS



Keep an eye on falling tiles. If the ones that are about to enter the field will fit into the line you're drawing, continue your stroke into the gray area where the new shape will land. When the new chunk is in place, tap to flip. After you make matches, it'll take a few seconds for the matching tiles to disappear and the rest to shift. Start your next stroke in anticipation of the soon-to-settle pile's arrangement.

## SPEED DRAWING—THE POINT-AND-CLICK SOLUTION



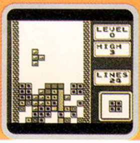
There are two ways to draw lines in Polarium: by dragging the stylus in continuous strokes or tapping to connect points. The tapping method is faster, but it takes more practice. As you advance, you may find that it's easiest to drag for complex lines and connect points for long straight lines.

The screenshot to the left demonstrates both line-drawing solutions. The yellow line represents one long stroke. The red dots mark the points you must tap to form a line.

## PUZZLERS FILL THE HANDHELD LANDSCAPE

Last issue's cover story celebrated the future of handheld gaming. Puzzle games play a big role in that future, as well as in Nintendo's past. In 1989, Nintendo was instrumental in turning Tetris into a phenomenon, first on the Game Boy, then on the NES. Tetris defined simplicity with its seven falling shapes and its line-completion goal. The game's success spawned a slew of falling-piece puzzle games, among them Dr. Mario, Tetris Attack and Pokémon Puzzle League. Although it may seem that every possibility for matching colors and shapes has been covered, occasionally a game like Polarium breathes new life into the genre.

The Nintendo DS's touch control makes it the perfect platform for puzzlers of all types. Players can travel freely with games such as Zoo Keeper that were originally designed for a computer mouse, plus experience all-new touch-controlled creations, such as Polarium and the upcoming Meteos. Expect more puzzler innovation as the Nintendo DS library grows.



# THE ULTIMATE ONE-LINERS

As you search for single-stroke solutions to Polarium's 100 premade puzzles, you'll make a lot of use of the gray area that surrounds the grid, and you'll flip black and white tiles simultaneously in some of your solutions. Below are our answers for the toughest puzzles in the bunch.

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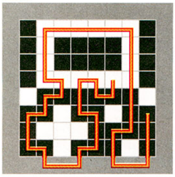

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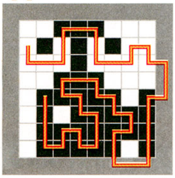

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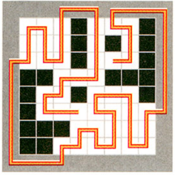

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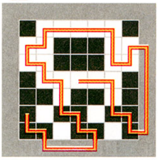

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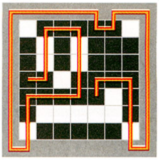

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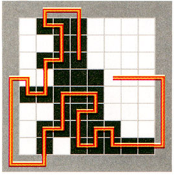

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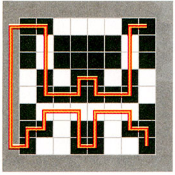

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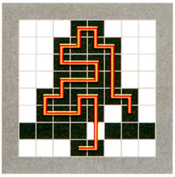

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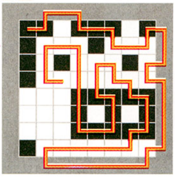

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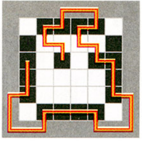

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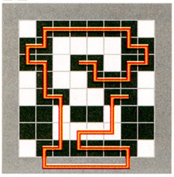

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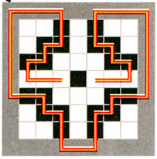

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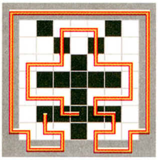

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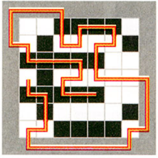

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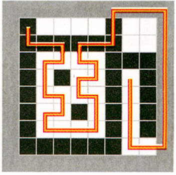

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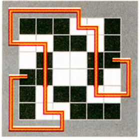

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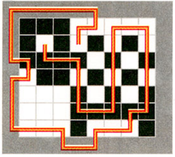

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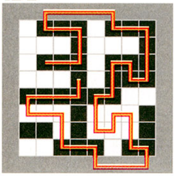
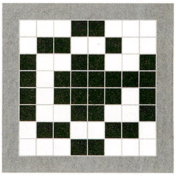


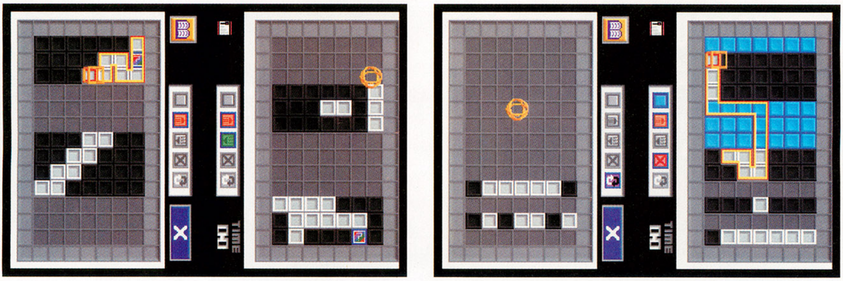
If you've mastered all of the premade puzzles, try your hand at creating your own puzzles and sharing them with your friends via a wireless connection. You can store up to 100 custom concoctions. We based the one shown to the right on the Nintendo GameCube logo.



## TILT AND TAKE ON A CHALLENGER

Polarium supports both single-card and multi-card play. When you connect with a Nintendo DS that isn't equipped with a Polarium game card, you'll upload a demo that includes Versus mode. Before the match begins, each competitor will turn the DS 90 degrees to view vertical fields on each screen. As one player completes lines, the banished tiles slide over to the other player's field in a new pattern. The winner is the first competitor with a clear screen, or the competitor in better shape when time expires.

## CLEAR QUESTION MARKS FOR A VERSUS MODE ADVANTAGE



Some of the blocks that slide into your playing field are random tiles labeled with question marks. After you complete a random tile's line, you'll earn an attack item, which you can use to bolster your chances for victory.

### TAP AND ATTACK

🟦 The Obstacles attack item turns the tiles you send to your opponent into unflippable blue blocks. The only way to clear them is to complete lines above or below them.

🟥 Activate the Speed Up item to make tiles that you send slide faster. The sooner they're out of your way, the sooner they'll cause havoc for your competitor.

🟩 The Slow attack item makes tiles from your opponent slide at a slow rate. It's the perfect antidote to the Speed Up item.

☒ The Lock In item fills your opponent's border with unbreakable blocks, impeding multiline matches.

🟪 When you activate the Reverse item, all of your opponent's tiles will flip. It'll be a jarring change, but it won't affect your competitor's ability to make matches.

## INVITATION TO A BLOCK PARTY

The first great puzzler for the Nintendo DS has arrived. You can master the ways of flipping tiles on your own, or challenge a friend to a line-completing competition. Remember to examine the whole field and keep looking for new ways to engineer a victory. The more you play, the more the game will root itself in your psyche—eventually you'll be seeing black and white blocks with your eyes closed!

# CI: SPECIAL REPORT

MORTAL KOMBAT DECEPTION
KRYPT KONTENTS—PAGE 83

This month's CI is devoted to M-rated Mortal Kombat: Deception's many unlockables. We're revealing the locations of Konquest mode's 70 treasure chests—you can take the keys within to the Krypt to unlock a slew of secrets such as character bios, alternate costumes and new special moves. (Note that you can find some of the chests only after you've completed your quest.) Use the onscreen coordinates to locate the treasures; the rows and columns are not sized evenly in the game—the maps shown here represent their spacing accurately. Check out dozens of other Koin-dependent Krypt extras, as well.

## MORTAL KOMBAT DECEPTION

### KEYS TO KONQUEST

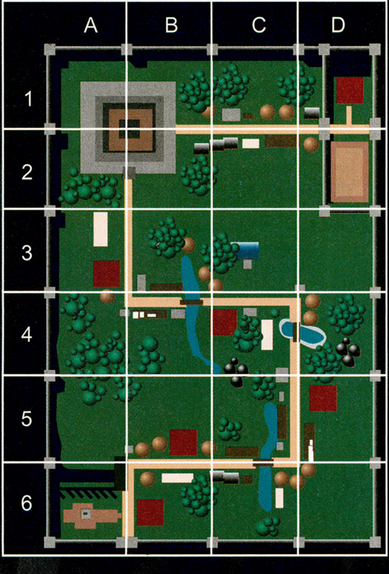
EXPLORE THE SIX WORLDS TO FIND UNLOCKABLES.

**EARTHREALM VILLAGE**

The Earthrealm Village is the only area that you cannot return to once you leave. Be sure to open all of the treasure chests before exiting the village.

28
STONE COLUMN
1/2
-mantis-
-sumo-

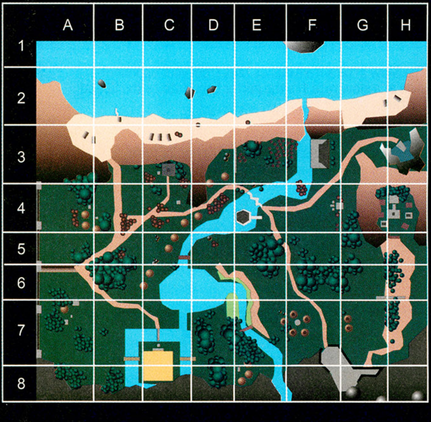
| KEY | UNLOCK (BEFORE FINISH) | LOCATION |
|---|---|---|
| ND | BO' RAI CHO PUZZLE FIGHTER | C6 |
| KI | SCORPION'S ALTERNATE COSTUME | B6 |
| GP | PORTAL ARENA | D5 |
| KT | LIU KANG'S TOMB MUSIC | C4 |
| ON | KENSHI | C3 |
| CC | BEETLE LAIR MUSIC | C2 |
| HB | YIN YANG PUZZLE ARENA | D1 |



**EARTHREALM**

The woods and waterways make navigation in Earthrealm somewhat difficult. Look for bridges and gaps in the trees to locate all of the chests.

WEDNESDAY
01.17.48
7:43 AM
EARTHREALM



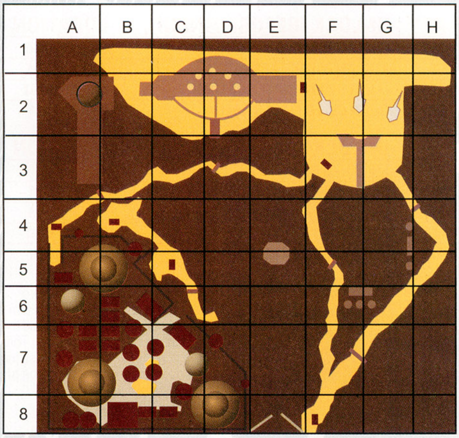
| KEY | UNLOCK (BEFORE FINISH) | LOCATION |
|---|---|---|
| RE | MILEENA'S ALTERNATE BIO | F6 - 10:00 AM |
| TR | KENSHI PUZZLE FIGHTER | G4 - 4:00 PM |
| GA | BARAKA'S ALTERNATE BIO | A3 |
| FN | HUA CHUAN VIDEO | E2 |
| MR | DARK PRISON MUSIC | C3 |
| AS | SUB-ZERO'S ALTERNATE BIO | C3 |
| RT | SCORPION'S ALTERNATE BIO | D4 |
| SH | SHAO KAHN'S ALTERNATE COSTUME | B5 |
| IP | KOBRA'S ALTERNATE COSTUME | H2 - KOMBAT |
| JS | SHAO KAHN'S ALTERNATE BIO | C5 - 8:00 PM |
| SC | KENSHI'S ALTERNATE COSTUME | A6 |
| HL | MILEENA'S ALTERNATE COSTUME | F7 - 7:00 PM |
| RM | SUB-ZERO'S ALTERNATE COSTUME | F8 - 7:00 PM |
| BH | LIU KANG'S TOMB ARENA | H6 - 3:00 AM |

| KEY | UNLOCK (AFTER FINISH) | LOCATION |
|---|---|---|
| KK | SHUJINKO'S SUICIDE | A8 - 16TH DAY |
| SA | RAIDEN'S BIO | C4 |
| BI | LIU KANG'S BIO | H4 |

## NETHERREALM

The desolate wasteland of the Netherrealm holds plenty of secrets, but you won't be able to get to most of them until you open the city gate. Don't worry about the overworld demons—they won't do you any real harm.

WEDNESDAY
01.17.48
10:33 AM
E-5
NETHERREALM

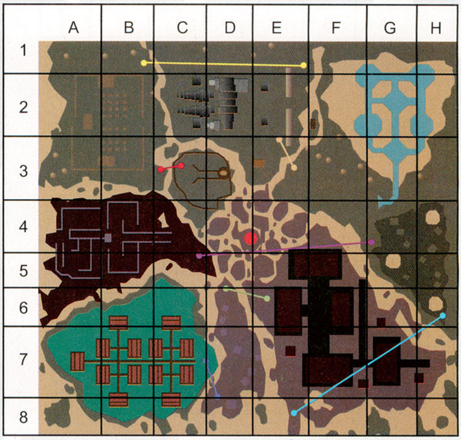


| KEY | UNLOCK (BEFORE FINISH) | LOCATION |
|---|---|---|
| TL | GOLDEN DESERT MUSIC | D8 |
| QP | ERMAC'S ALTERNATE COSTUME | A8 |
| AB | GOLDEN DESERT ARENA | E2 - 8:00 PM |
| SJ | SINDEL | D1 - 9:00 PM |
| OB | COURTYARD ARENA | A1 - 3:00 AM |
| IG | MIAN CHUAN VIDEO | E8 |
| EE | ASRAH'S ALTERNATE COSTUME | H4 |
| AM | NIGHTWOLF'S ALTERNATE COSTUME | A4 - KOMBAT |
| BP | LIVE AT KUATAN MUSIC | E5 |

## CHAOSREALM

The bizarre, disconnected layout of the Chaosrealm makes getting around tricky—you'll have to use the warp portals to discover all of the treasures. The warp connections are marked on the map below.

WEDNESDAY
01.17.48
1:39 PM
B-1
CHAOSREALM



| KEY | UNLOCK (BEFORE FINISH) | LOCATION |
|---|---|---|
| OK | SILAT VIDEO | B1 |
| JQ | NEXUS ARENA | A4 - 3:00 AM |

| KEY | UNLOCK (AFTER FINISH) | LOCATION |
|---|---|---|
| DA | KABAL'S ALTERNATE COSTUME | B1 |
| PS | SHUJINKO KICK | G4 - 12:00 AM SUNDAY |
| MM | SHUJINKO'S ALTERNATE BIO | G8 |
| QK | LIU KANG'S STORYBOARD | F7 |
| HJ | TILES OF DEATH AND WHIMSY MUSIC | E7 |
| QI | DAIROU'S ALTERNATE COSTUME | D8 |
| MO | DRAGON KING'S TEMPLE ARENA | D7 - 4:00 PM |

50
WINS: 1
WING CHUN
BA SHAN FAN

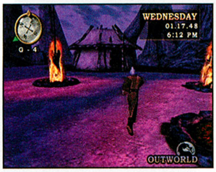
Once you have found a Krypt Key, remember to return to the Krypt to unlock the secret. In the case of alternate costumes such as Dairou's, you must press the Start Button on the Player Select screen to change outfits.

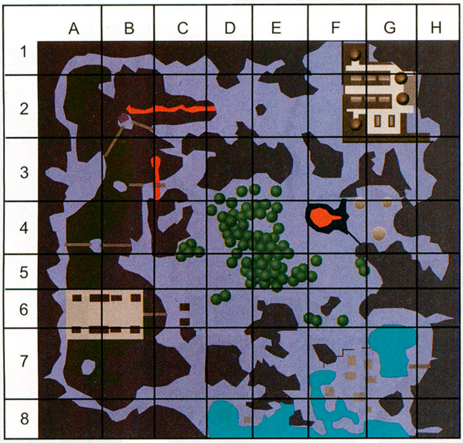
56
WINS: 1
MANTIS
ZI RAN MEN

To get the Shujinko Kick Krypt Key, head to the east side of Chaos Realm. You'll need to teleport several times to get over there. Advance the clock until midnight Sunday for the Krypt Key to appear in the entryway of a house.

## OUTWORLD

With the exception of a few bridges that lead to nowhere, Outworld is pretty easy to navigate. Most of Outworld's treasure chests are along the edge of the world, so they're not particularly hard to find.


G - 4
WEDNESDAY
01.17.48
6:12 PM
OUTWORLD


A
B
C
D
E
F
G
H
1
2
3
4
5
6
7
8

| KEY | UNLOCK (BEFORE FINISH) | LOCATION |
|---|---|---|
| DI | TANYA | A3 - 8:00 PM |
| TB | DARRIUS'S ALTERNATE COSTUME | F8 |
| GC | JADE'S ALTERNATE COSTUME | G4 |
| MH | SINDEL'S ALTERNATE COSTUME | H6 |
| DO | DRAGON MOUNTAIN ARENA | H8 |
| ML | TANYA'S ALTERNATE COSTUME | C3 - KOMBAT |

| KEY | UNLOCK (AFTER FINISH) | LOCATION |
|---|---|---|
| KG | RAIDEN'S ALTERNATE BIO | G1 |
| LF | SHUJINKO FATALITY 1 | C8 - 12:00 AM |

SHUJINKO
56
TANYA
WINS: 1
MANTIS
KOBU-JUTSU

Unlock the character Tanya by finding the proper Krypt Key in Outworld. The treasure chest won't appear until the clock strikes 8 p.m.; if you're early, press the X Button to speed up time. The treasure chest will appear in a small niche in the hillside.

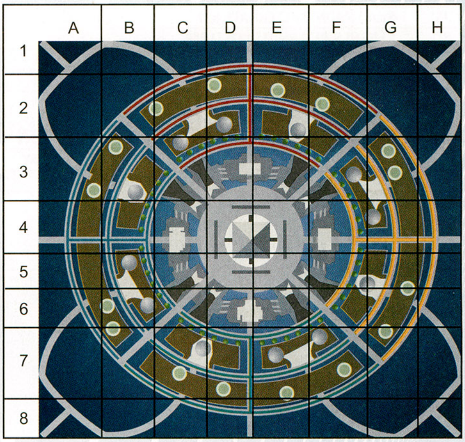
SHUJINKO
54
DARRIUS
WINS: 8
WING-CHUN
SHINTO-RYU

Krypt Key chests are very seldom found inside houses, but occasionally you will have to go indoors to find one. For example, you'll have to enter the seaside hut in the southern part of Outworld to find Darrius's alternate outift.

## ORDERREALM

It's easy to get turned around while wandering about in the symmetrical Orderrealm. Keep an eye on your coordinates so you don't get lost. Come back once you've beaten Konquest mode to stock up on Shujinko's moves.

D - 5
THURSDAY
01.18.48
7:42 AM
ORDERREALM


A
B
C
D
E
F
G
H
1
2
3
4
5
6
7
8

| KEY | UNLOCK (BEFORE FINISH) | LOCATION |
|---|---|---|
| AF | CHOU JAIO VIDEO | B6 - 9:00 AM |
| GF | KUATAN PALACE ARENA | A4 - 5:00 PM |
| TE | LI MEI'S ALTERNATE COSTUME | A4 - KOMBAT |
| OQ | QUAN CHI FORTRESS ARENA | H5 - 5:00 PM |

| KEY | UNLOCK (AFTER FINISH) | LOCATION |
|---|---|---|
| SQ | SHUJINKO FATALITY 2 | D4 |
| IN | SHUJINKO ICY BREEZE | F5 - 8:00 AM |
| SE | LIU KANG'S ALTERNATE BIO | G5 - 4:00 PM |
| MA | RAIDEN | D3 - KOMBAT |
| OF | SHUJINKO FLIP KICK | D1 - 2:00 PM |

RAIDEN
43
WINS: 1
NAN-CHUAN

To get the Krypt Key that unlocks Raiden, you must first challenge him in Orderrealm. He will be surrounded by his guards, but they'll ignore you. The fight against Raiden is tough—use juggling moves so he can't set up one of his many special attacks.

SHUJINKO
58
SUB-ZERO
MANTIS
WINS: 1
SHOTOKAN

Shujinko's Flip Kick combines speed, power, and the abillity to repeat it over and over again, making it a truly devastating attack. Don't worry about confusing it with the Flying Jinko attack—they're both very powerful.

TOUCHING IS GOOD.

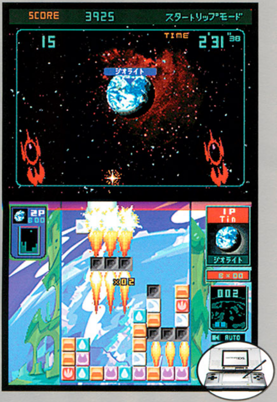
NINTENDO DS™
MIC.
X
Y
A
B
NINTENDO DS
VOL.

NINTENDODS.COM

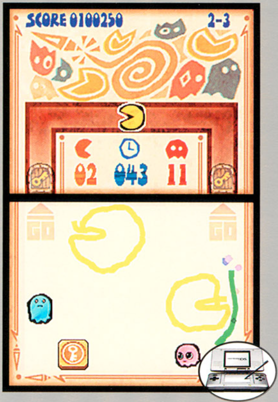
PRODUCTS RANGE FROM
RATING PENDING TO TEEN
RP-T
CONTENT RATED BY
ESRB

© 2005 Nintendo.

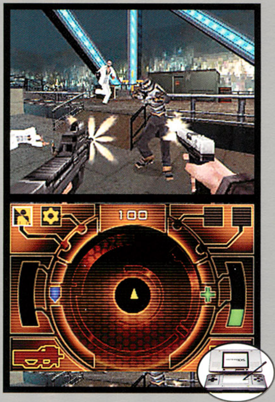
## METEOS


SCORE 3925 スタートリップモード
15
TIME 2'31"38
ジオライト
2P
1P Tin
ジオライト
×02
002
AUTO

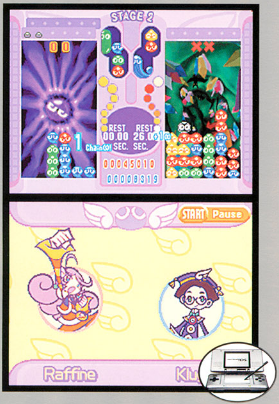
## PAC-PIX


SCORE 0100250
2-3
02
043
11
GO
GO

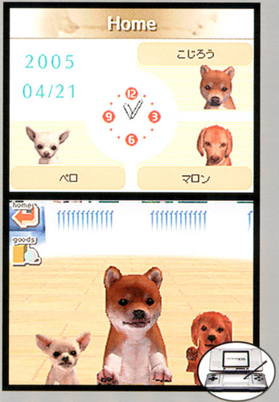
## GOLDENEYE: ROGUE AGENT



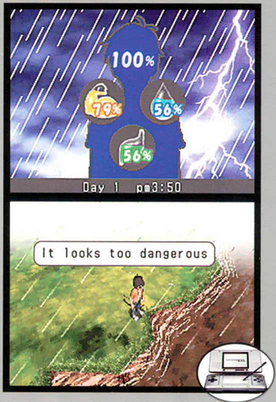
## PUYO POP FEVER


STAGE 2
REST 00.00 SEC.
REST 26.0 SEC.
1 Chain!!
00045010
00008319
START
Pause
Raffine
Klu

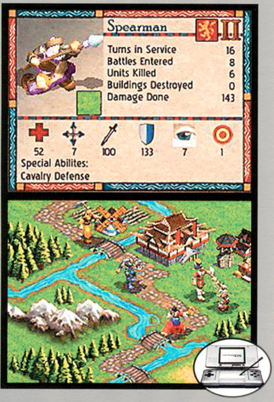
## NINTENDOGS


Home
2005
04/21
こじろう
ペロ
マロン
home
goods

## LOST IN BLUE


100%
79%
56%
56%
Day 1 pm3:50
It looks too dangerous

## AGE OF EMPIRES II



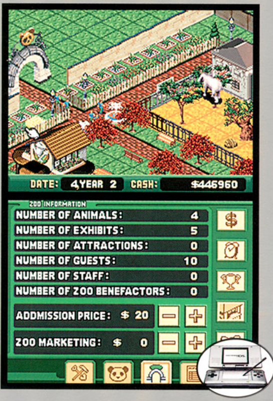
**Spearman**

| | |
|---|---|
| Turns in Service | 16 |
| Battles Entered | 8 |
| Units Killed | 6 |
| Buildings Destroyed | 0 |
| Damage Done | 143 |

52 7 100 133 7 1

Special Abilites:
Cavalry Defense

## ZOO TYCOON



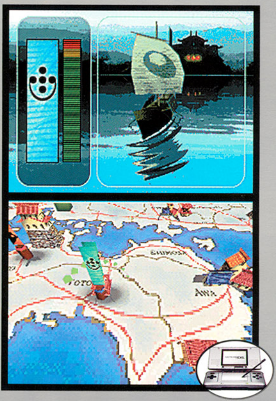
DATE: 4 YEAR 2 CASH: $446960

ZOO INFORMATION

| | |
|---|---|
| NUMBER OF ANIMALS: | 4 |
| NUMBER OF EXHIBITS: | 5 |
| NUMBER OF ATTRACTIONS: | 0 |
| NUMBER OF GUESTS: | 10 |
| NUMBER OF STAFF: | 0 |
| NUMBER OF ZOO BENEFACTORS: | 0 |

ADMISSION PRICE: $ 20
ZOO MARKETING: $ 0

## SHOGUN WARRIOR



## GOLDENEYE: ROGUE AGENT

James Bond's got a new enemy and you're it! Use a synthetic eye to execute evil plans in EA's turn-the-tables FPS.

- Top-screen 3-D graphics put you in the middle of the most famous locations in the James Bond universe.
- The touch screen lets you hack electronic devices and decode security systems.
- Up to eight players can participate in high-energy, environment-destroying wireless multiplayer matches.

NINTENDO DS

## PAC-PIX

Inky ghosts are spreading. By drawing and guiding Pac-Man, you can gobble them up before they're out of control.

- Use the stylus to create Pac-Man, then influence his direction with guiding lines.
- Make large, slow gobblers, or smaller ones that can run down the ghosts with ease.
- Trip switches that open a path to the top screen, then send Pac-Man upward to collect point-earning items.

NINTENDO DS

## METEOS

The falling-block puzzler launches into space for explosive results in manic action title Meteos.

- Use touch control to manipulate dropping blocks, sending groups of matching blocks skyward.
- Make multiple matches in quick succession to launch blocks higher.
- As many as four players can compete in wireless single-card play.

NINTENDO DS

## LOST IN BLUE

Guide a pair of castaways through a journey of survival and cooperation in Konami's desert island adventure.

- Trigger story changes through the way your character interacts with the other castaway.
- Create tools such as a raft and spear from found objects.
- Play through the adventure from two unique perspectives.

NINTENDO DS

## NINTENDOGS

The Nintendo DS goes to the dogs with a train-and-show puppy simulator. Select your puppy from a bevy of breeds.

- Teach your puppy its name and an assortment of tricks through voice commands.
- Interact directly with your young canine charge with touch control.
- Allow your puppy to interact with others by way of a wireless connection.

NINTENDO DS

## PUYO POP FEVER

As Puyo fall in pairs, you twist and move them to make explosive matches in a classic touch-controlled puzzler.

- Drag the stylus to slide Puyo. Tap it to make them turn.
- Trigger Puyo Pop Fever mode to set off long chains of matches that cause havoc for competitors.
- Up to eight Puyo Poppers can compete in single-card and multi-card play.

NINTENDO DS

## SHOGUN WARRIOR

Wireless real-time strategy takes over the Nintendo DS in Namco's Feudal-Japan-set battler for up to 16 players.

- Develop an army of warriors and direct them into battle via touch control.
- Watch a close-up 3-D view of the battle on the top screen as you survey the bottom-screen map.
- Carry out skirmishes, battles and duels in touch-controlled minigames.

NINTENDO DS

## ZOO TYCOON

PC phenomenon Zoo Tycoon arrives on the Nintendo DS with dual-screen and touch-screen features aplenty.

- Build and manage a world-class zoo, adding exhibits and animals as you go.
- Use the touch screen to navigate menus, set admission prices and hire staffers.
- View and manipulate your zoo's attractions on the 3-D top screen.

NINTENDO DS

## AGE OF EMPIRES II: THE AGE OF KINGS

Develop any of five civilizations and challenge others in a new take on the popular PC turn-based battler.

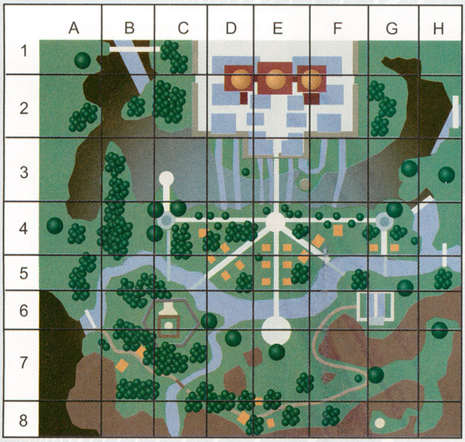
- Construct and upgrade 15 types of buildings. Recruit 50 types of fighting units.
- Use touch control to guide your units while you consult stats on the top screen.
- As many as four players can go to war in wireless head-to-head play.

NINTENDO DS

### EDENIA

You won't spend long in Edenia before you finish the quest, but once you have finished Konquest mode, return to find some excellent secrets. Of interest are some of Shujinko's special attacks, as well as the character Liu Kang.

THURSDAY
01.18.48
9:00AM
E-6
EDENIA



| KEY | UNLOCK (BEFORE FINISH) | LOCATION |
|---|---|---|
| TT | CHOY LAY FUT VIDEO | F4 |

| KEY | UNLOCK (AFTER FINISH) | LOCATION |
|---|---|---|
| CG | SHUJINKO DIVE | E5 |
| DD | SHUJINKO FOOT GRAB | D8 - 12:00 AM MONDAY |
| KN | SHUJINKO POWER FIST | G6 - 8:00 PM |
| DB | SHUJINKO'S BIO | H1 - 10:00 AM |
| ID | SHUJINKO SPEAR ATTACK | A1 - KOMBAT |
| OT | LIU KANG | G8 - 12:00 AM FRIDAY |
| KC | SHUJINKO BODY SLAM | C8 - 5:00 PM WEDNESDAY |
| JO | SHUJINKO'S ALTERNATE COSTUME | F1 - 12:00 AM TUESDAY |
| ER | LIU KANG'S ALTERNATE COSTUME | H5 - 12:00 PM 1ST DAY OF MONTH |
| EM | RAIDEN'S ALTERNATE COSTUME (MUST UNLOCK RAIDEN FIRST) | F3 - KOMBAT |

59
JUN-FAN
WINS:1
TAI-TZU

The Krypt Key that unlocks Liu Kang is tough to find. After you've finished the game, head back to the southeast corner of Edenia and look for a narrow passage into the mountains. Just as the day turns from Thursday to Friday, the treasure chest containing the key will appear.

## KRYPT KONTENTS

**BUY SECRETS WITH KOINS YOU'VE COLLECTED.**

Although you'll find many of the Krypt Keys in treasure chests in Konquest mode, you'll also have to buy some with Koins you find or earn through battle. We've rounded up a list of the most valuable unlockables in the Krypt.

| KRYPT | KOINS | UNLOCKABLE |
|---|---|---|
| AC | 63 SAPPHIRE | 397 GOLD KOINS |
| AE | 137 PLATINUM | 371 JADE KOINS |
| AJ | 186 SAPPHIRE | ALTERNATE CHARACTER BIO - SINDEL |
| AQ | 352 PLATINUM | ALTERNATE CHARACTER BIO - JADE |
| BD | 117 GOLD | 602 SAPPHIRE KOINS |
| BG | 352 RUBY | 297 SAPPHIRE KOINS |
| BM | 97 GOLD | 659 PLATINUM KOINS |
| BO | 269 RUBY | ALTERNATE CHARACTER BIO - BO' RAI CHO |
| BR | 129 RUBY | 461 GOLD KOINS |
| CA | 202 GOLD | 772 RUBY KOINS |
| CE | 422 JADE | ALTERNATE CHARACTER BIO - DAIROU |
| CH | 154 GOLD | 254 SAPPHIRE KOINS |
| CN | 1,114 JADE | ALTERNATE COSTUME - HAVIK |
| CR | 125 RUBY | 150 GOLD KOINS |
| DM | 340 SAPPHIRE | 515 ONYX KOINS |
| DP | 306 PLATINUM | CHARACTER BIO - TANYA |
| DS | 1,694 SAPPHIRE | ARENA - LIVING FOREST |
| EJ | 1,494 PLATINUM | ALTERNATE COSTUME - NOOB+SMOKE |
| FP | 107 SAPPHIRE | 378 RUBY KOINS |
| FT | 224 JADE | 418 PLATINUM KOINS |
| GB | 390 SAPPHIRE | ALTERNATE CHARACTER BIO - NOOB+SMOKE |
| GK | 267 GOLD | ALTERNATE CHARACTER BIO - HOTARU |
| GO | 2,911 RUBY | PUZZLE FIGHTER - JADE |
| GS | 202 SAPPHIRE | CHARACTER BIO - KIRA |
| HE | 173 ONYX | 434 GOLD KOINS |
| HG | 317 GOLD | 434 JADE KOINS |
| HI | 312 GOLD | CHARACTER BIO - NOOB+SMOKE |
| HQ | 1,515 JADE | PUZZLE ARENA - LIU KANG'S TOMB |
| HT | 324 SAPPHIRE | 361 JADE KOINS |
| IB | 2,086 ONYX | ALTERNATE COSTUME - BO' RAI CHO |
| IM | 133 PLATINUM | 268 RUBY KOINS |
| JG | 175 RUBY | 357 ONYX KOINS |
| JI | 2,191 RUBY | ARENA - DEADPOOL |
| JK | 245 JADE | ALTERNATE CHARACTER BIO - KENSHI |
| KA | 233 JADE | ALTERNATE CHARACTER BIO - TANYA |
| KJ | 161 ONYX | 477 SAPPHIRE KOINS |
| KM | 145 RUBY | 242 PLATINUM KOINS |
| KS | 233 ONYX | ALTERNATE CHARACTER BIO - KABAL |
| LC | 182 ONYX | 489 JADE KOINS |
| LE | 265 PLATINUM | ALTERNATE CHARACTER BIO - NIGHTWOLF |
| LH | 217 SAPPHIRE | 297 JADE KOINS |
| LL | 398 SAPPHIRE | CHARACTER BIO - HAVIK |
| LO | 342 JADE | CHARACTER BIO - HOTARU |
| LR | 201 JADE | 299 RUBY KOINS |
| MI | 2,425 PLATINUM | PUZZLE CHARACTER - KABAL |
| MK | 283 PLATINUM | ALTERNATE CHARACTER BIO - KIRA |
| NA | 126 JADE | 476 ONYX KOINS |
| NF | 281 RUBY | CHARACTER BIO - LI MEI |
| NH | 144 PLATINUM | 461 ONYX KOINS |
| NL | 105 JADE | 357 GOLD KOINS |
| NP | 144 ONYX | 325 RUBY KOINS |
| NR | 115 RUBY | 348 SAPPHIRE KOINS |
| OG | 148 JADE | 322 SAPPHIRE KOINS |
| OI | 250 JADE | 450 GOLD KOINS |
| OS | 395 RUBY | ALTERNATE CHARACTER BIO - HAVIK |
| PP | 3,604 GOLD | PUZZLE FIGHTER - RAIDEN |
| PR | 288 GOLD | CHARACTER BIO - KENSHI |
| QB | 189 SAPPHIRE | 463 PLATINUM KOINS |
| QD | 392 GOLD | ALTERNATE CHARACTER BIO - DARRIUS |
| QH | 296 ONYX | ALTERNATE CHARACTER BIO - LI MEI |
| QL | 134 RUBY | 348 JADE KOINS |
| QN | 324 SAPPHIRE | ALTERNATE CHARACTER BIO - ASHRAH |
| QR | 123 PLATINUM | 277 GOLD KOINS |
| RB | 215 ONYX | 258 RUBY KOINS |
| RH | 163 GOLD | 397 ONYX KOINS |
| RO | 124 JADE | 343 PLATINUM KOINS |
| RP | 258 JADE | CHARCTER BIO - JADE |
| SG | 990 SAPPHIRE | ALTERNATE COSTUME - KIRA |
| SR | 2,252 GOLD | ALTERNATE COSTUME - BARAKA |
| TF | 150 SAPPHIRE | 434 ONYX KOINS |
| TI | 269 ONYX | CHARACTER BIO - SINDEL |
| TP | 283 ONYX | ALTERNATE CHARACTER BIO - KOBRA |

# NEED FOR SPEED

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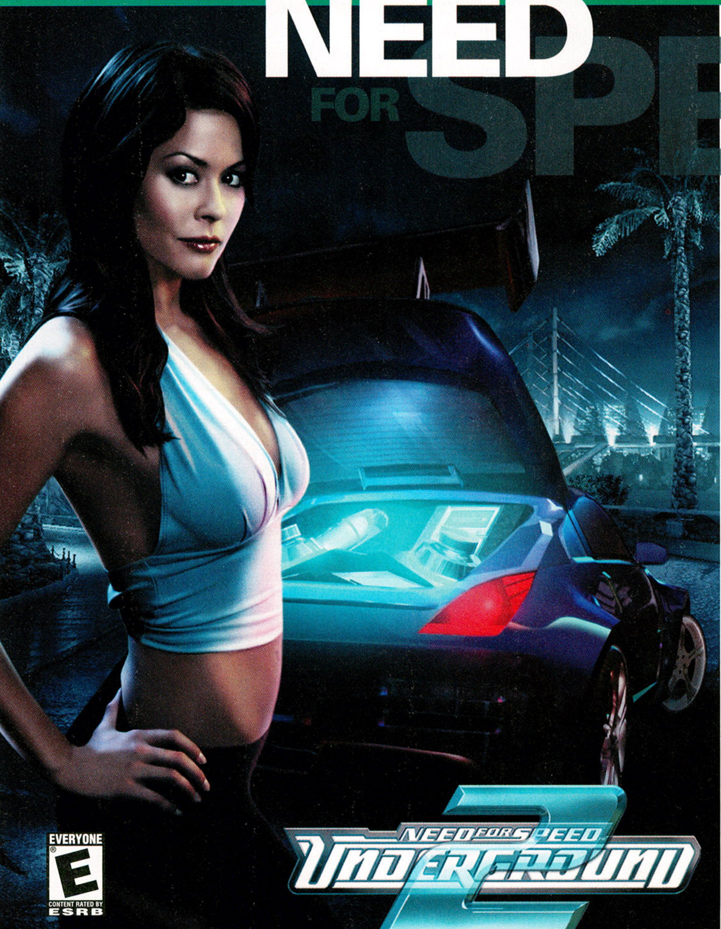
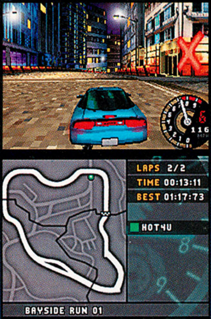
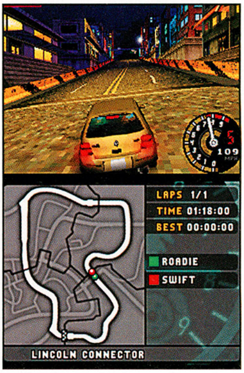

NEED FOR SPEED
UNDERGROUND 2

EVERYONE
E
CONTENT RATED BY ESRB


116
LAPS 2/2
TIME 00:13:11
BEST 01:17:73
HOT4U
BAYSIDE RUN 01

## BORN TO RACE

Continuing the success of the bad-boy racing franchise, Need For Speed Underground 2 is turbocharging the Nintendo DS. This isn't just an update of the Game Boy Advance version—new modes such as Own the Zone and enhanced graphics create a whole new gaming experience. Wireless multiplayer races let you challenge your friends to a quick spin around the track. We'll show you some of the top ways to pimp your ride.


109 MPH
LAPS 1/1
TIME 01:18:00
BEST 00:00:00
ROADIE
SWIFT
LINCOLN CONNECTOR

### PIXEL PERFECT

NFSU2 spotlights the power of the Nintendo DS through remarkable graphics and realistic physics. Watch out for the oncoming traffic—the realistic crashes will take your whip for a ride.

### GET IN THE ZONE

A mode exclusive to the Nintendo DS, Own the Zone pits you head-to-head against another vehicle. The goal isn't only to finish first—you have to outperform your opponent in every segment of track to succeed.

### GO WIRELESS

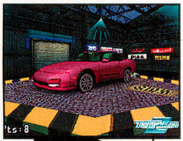
Grab a few friends and tear up the asphalt in wireless multiplayer action. Up to four players can enjoy conventional races, drag shootouts or Own the Zone contests.

### STAY ON COURSE

Check out the real-time map on the lower screen to keep tabs on the other racers. You can also trigger nitros to blast past your opponents with a quick tap on the screen.

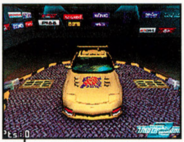
# FIT YOUR WHIP

You can add all kinds of enhancements to your car, including new rims, chassis adjustments and custom paint jobs. Car upgrades come in two categories—Visual and Performance. Trick out what's under the hood before working on the look—it's better to be fast than pretty. But nobody likes an ugly car, either.



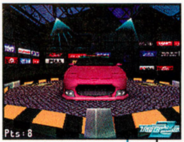
## GLASS TINTS

Keep 'em looking *at* your car, not *inside* it. With a huge selection of glass-tint colors, you can match your car's paint job or mix it up for a wild look.



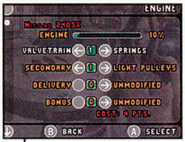
## HOOD SCOOP

Get more air under the hood with a sweet scoop. Then integrate a custom-made decal to show off the scoop's contours.



## BODY KIT

Purchase an aerodynamics package to make your car cut through the air like a hot knife through butter, not to mention intimidate the pants off your competition.



Nissan 240SX

ENGINE 10%

VALVETRAIN ← 1 → SPRINGS

SECONDARY ← 1 → LIGHT PULLEYS

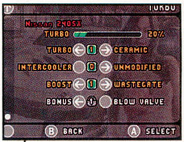
DELIVERY 0 → UNMODIFIED

BONUS 0 → UNMODIFIED

COST: 4 PTS.

## ENGINE

Add more horsies under the hood with various engine mods. You can tune up the valve system, upgrade the electricals and improve your fuel intake.



Nissan 240SX

TURBO 20%

TURBO ← 1 → CERAMIC

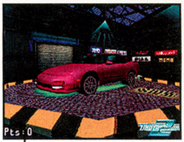
INTERCOOLER 0 → UNMODIFIED

BOOST ← 1 → WASTEGATE

BONUS ← 1 BLOW VALVE

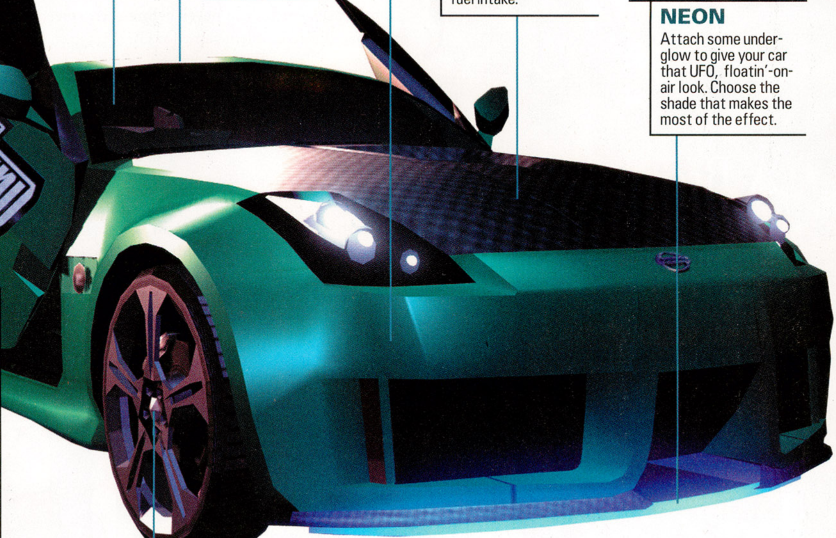
## TURBO

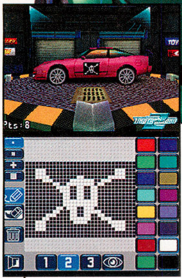
Upgrade your turbo system by purchasing lighter turbine systems and more-effective intercoolers, and adding efficient wastegates. Balanced enhancements will improve both your top speed and off-the-line power.



## NEON

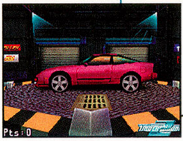
Attach some underglow to give your car that UFO, floatin'-on-air look. Choose the shade that makes the most of the effect.





## CUSTOM GRAPHICS

Customize your ride with the decal designer exclusive to the Nintendo DS. Use the touch screen to paint a unique look.



## RIMS

Choose from over 15 models of rims so you can break away from the pack in style.

# RACE TO WIN

It'll take more than a beefed-up motor and a fresh set of rims to earn the checkered flag. You'll need catlike reflexes and ice in your veins to best the competition. Start getting your practice laps in—your rivals aren't gonna wait for you to catch up. 🍄

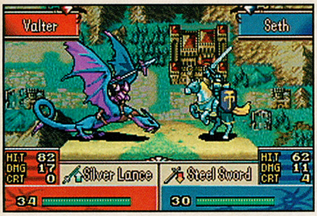
# FIRE EMBLEM™ THE SACRED STONES

## Emblem for the Ages

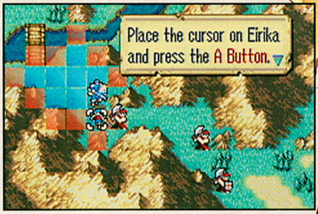
Nintendo and Intelligent Systems are bringing a second installment in the Fire Emblem series to North American shores, and fans couldn't be more excited. Fire Emblem: The Sacred Stones lights up the Game Boy Advance on May 23. In addition to a completely new cast and environment, FE: SS offers a revamped experience-earning system and the ability to roam freely across an overworld map. These features add up to a totally new gaming experience that retains all the aspects fans love about the franchise. In volume 190's Epic Center, we outlined some of the game's key features. This month we're taking a more in-depth look, including an interview with the US localization team. We've also put together a sneak peek (including never-before-seen screenshots) of the highly anticipated Fire Emblem game for GCN.

## A Broad Appeal

If you're normally turned off by strategy games, read on! Unlike most games in the RPG/strategy genre, Fire Emblem: The Sacred Stones successfully engages a wide range of players. Two of its greatest strengths are its story and characters. Like a good soap opera, the cut-scenes between chapters always leave you wanting more. And to offset a complex battle system, developer Intelligent Systems included the option to play through the entire game in Easy mode. But fear not: rather than dumbing down the game, the tutorial mode goes to great lengths to guide new players through the battle system's bells and whistles with explanations that are easy to understand. To top off the experience, FE: SS is also brimming with undeniably beautiful battle animations.



The lavish battle scenes only get better the farther you advance in the game.



Place the cursor on Eirika and press the A Button.

Tutorial mode provides easy-to-understand tips for every new situation that arises.

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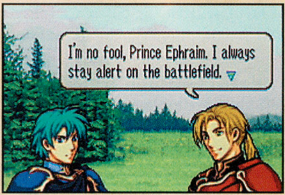
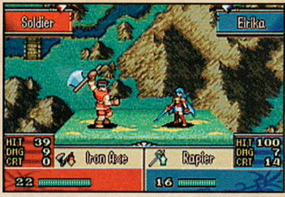
# Two Journeys, One Destination

As the adventure begins, Princess Eirika and her father, King Fado, find their homeland of Renais under attack by their longtime ally, Grado. You'll begin the game controlling Eirika's party, but after Chapter 8 you'll have to choose whether to continue following Eirika's journey to protect the Sacred Stones or to aid her brother Ephraim's siege into the heart of Grado. Either way, the twins will reunite later in the game to finish the quest together.



I'm no fool, Prince Ephraim. I always stay alert on the battlefield.

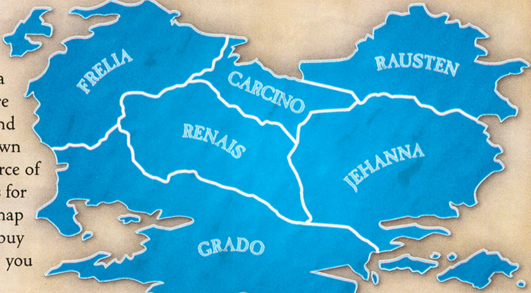
Ephraim, Prince of Renais, leads his party into battle with courage and valor.

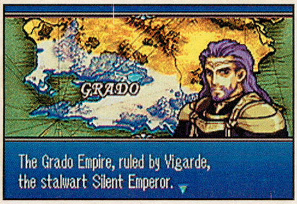

Soldier
Eirika
HIT 39
DMG 9
CRT 0
Iron Axe
Rapier
HIT 100
DMG 7
CRT 14
22
16

Princess Eirika will not rest until the Sacred Stones are safe.

# The Continent of Magvel

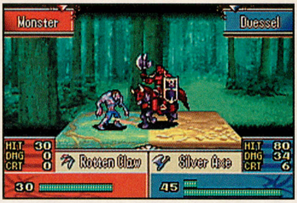
Long ago, five Sacred Stones were used to quell the power of an ancient evil known as the Demon King. Afterward, the stones were scattered across the continent of Magvel. With Renais in ruins, Princess Eirika and Prince Ephraim must embark on an adventure across Magvel to stop evil from overwhelming the land once again. Each of the six nations of Magvel has its own leader and culture. Though Grado seems to be the source of the evil, other nations will prove to be just as dangerous for your party. FE: SS allows you the freedom to travel the map freely, and return to previously visited areas to buy weapons and items. The story will not advance until you head to your next destination.


FRELIA
CARCINO
RAUSTEN
RENAIS
JEHANNA
GRADO

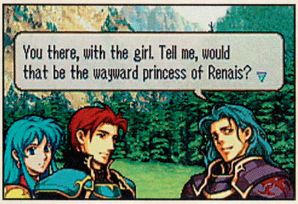


The Grado Empire, ruled by Vigarde, the stalwart Silent Emperor.

Emperor Vigarde of Grado, once an ally to Renais, has brutally attacked Ephraim and Eirika's homeland without warning.

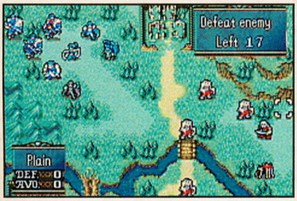

Monster
Duessel
HIT 30
DMG 0
CRT 0
Rotten Claw
Silver Axe
HIT 80
DMG 34
CRT 6
30
45

As you travel to new areas in Magvel, enemies and environments will reflect each area's culture.

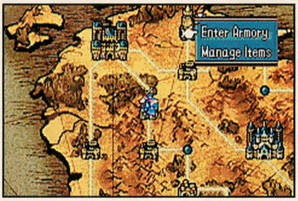


You there, with the girl. Tell me, would that be the wayward princess of Renais?

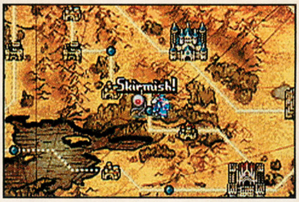
Each nation (except Carcino) possesses a Sacred Stone, and Grado's evil generals will stop at nothing to find them.


Defeat enemy
Left 17
Plain
DEF. 0
AVO. 0

An evil has been unleashed in Magvel, and monsters now plague its countryside.

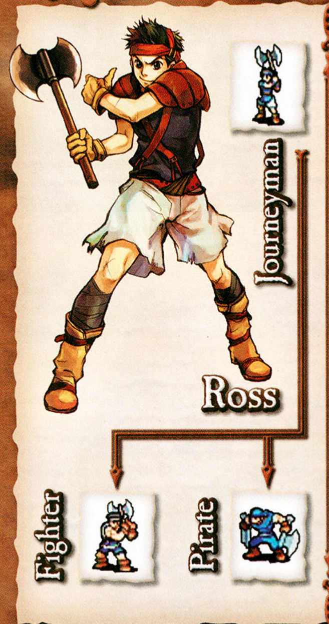

Enter Armory
Manage Items

New to the Fire Emblem series is the ability to move freely across the world map and prepare for the next chapter.

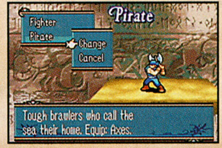


Though the chapter system is in effect in FE: SS, you can trigger additional battles from the world map to earn extra experience.

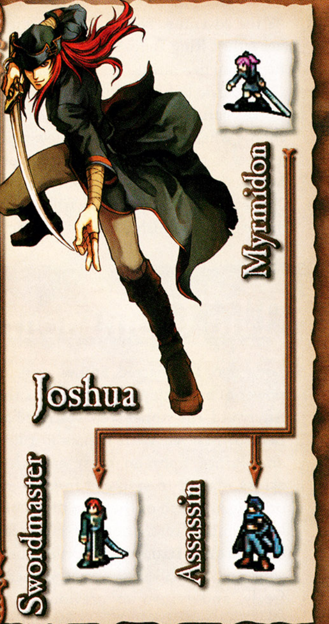
# Freedom of Choice

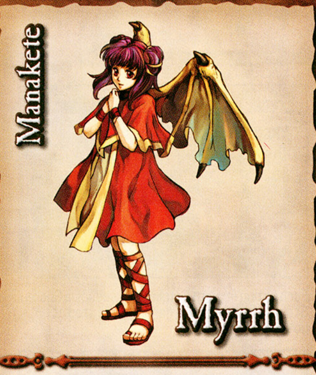

Journeyman
Ross
Fighter
Pirate

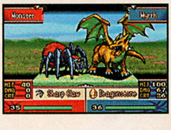
The most satisfying difference between FE: SS and the original is the added freedom in the class-changing system. There are 47 playable classes in the game, and you'll often be able to choose a character's new class. Some characters will be able to upgrade twice, expanding the possibilities even further. For instance, when Ross joins your party, he'll be a low-level Journeyman. If you use him frequently in battle, he'll gain enough experience to become either a Fighter or a Pirate. Farther down the road, he'll have the ability to become a Hero, a Warrior or a Berserker (depending on your previous class-change decision). As you progress through the game, you'll unlock maps that allow you to fight battles outside of the main storyline to gain extra experience for your characters.


Fighter
Pirate
Change
Cancel
Pirate

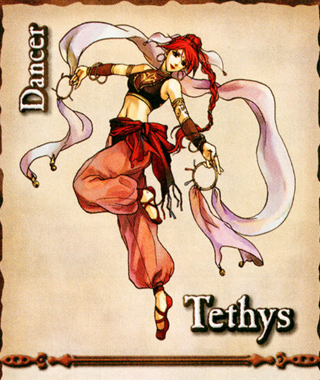
Tough brawlers who call the sea their home. Equip: Axes.

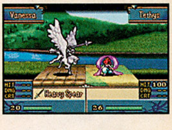

Myrmidon
Joshua
Swordmaster
Assassin


Manakete
Myrrh

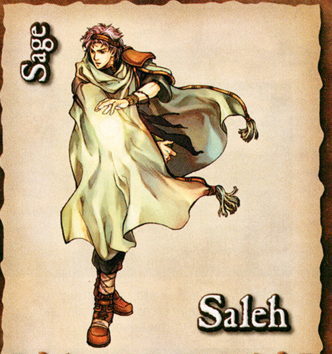

Monster
Myrrh
HIT 40
DMG 0
CRT 0
Sharp Claw
Dragonstone
HIT 100
DMG 67
CRT 26
35
36

Myrrh, a dragon-girl from Darkling Woods, knows the secret behind the evil plaguing Magvel. She'll join your party as a level-1 Manakete with the ability to earn experience and become a powerful attacking unit. Myrrh belongs to a class of her own, and cannot change classes.


Dancer
Tethys


Vanessa
Tethys
HIT --
DMG --
CRT --
Heavy Spear
HIT 100
DMG --
CRT --
20
26

Tethys the Dancer relies solely on her special skill, Dance, which enables other units to move and attack twice in one turn. She cannot attack the enemy, nor can she change class. As she gains experience, though, she'll become a resilient unit, and a necessity to your party.

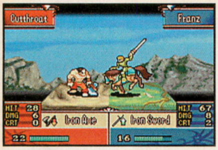


Monster
Saleh
HIT --
DMG --
CRT --
Rotten Claw
Elfire
HIT 100
DMG 26
CRT 14
27
33

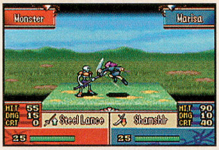
Saleh, a mighty wielder of magic, will join your party as a Sage. Though he'll be a great addition to your party and have the ability to level up and become more powerful, he will not be able to change classes because Sage is already a top-tier class.

# Calling All Tacticians

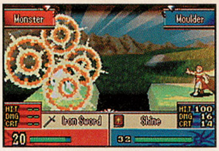
If you take a step back from the complex class system and look at the big picture, there are two types of characters in the game: weapon wielders and magic wielders. The weapon triangle (consisting of swords, lances and axes) and the trinity of magic (consisting of Anima, Light and Dark) are staples of the Fire Emblem battle system. There is a huge number of weapons that can be found throughout the game, and each character's class and stats determine which weapons he can employ. While your weapon wielders will often carry weapons that bestow magic effects, tomes will allow your magic wielders to unleash devastating elemental attacks. Many of the game's classes can also use staffs with regenerative powers.


Cutthroat
Franz
HIT 28
DMG 6
CRT 0
Iron Axe
Iron Sword
HIT 67
DMG 8
CRT 2
22
16

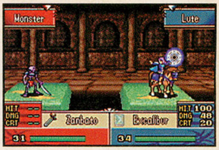
In the Fire Emblem weapon triangle, swords best axes, axes best lances and lances best swords—much like paper-rock-scissors.


Monster
Marisa
HIT 55
DMG 15
CRT 0
Steel Lance
Shamshir
HIT 90
DMG 10
CRT 40
25
25

Some weapons defy the rules of the game, allowing a character to perform especially ruinous attacks.


Monster
Moulder
HIT --
DMG --
CRT --
Iron Sword
Shine
HIT 100
DMG 16
CRT 14
20
32

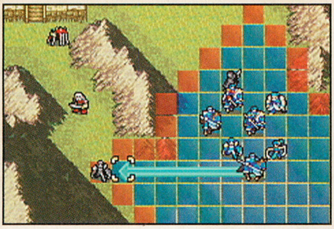
The familiar trinity of magic behaves much like the weapon triangle—Anima bests Light, Light bests Dark and Dark bests Anima.


Monster
Lute
HIT --
DMG --
CRT --
Zanbato
Excalibur
HIT 100
DMG 48
CRT 20
31
34

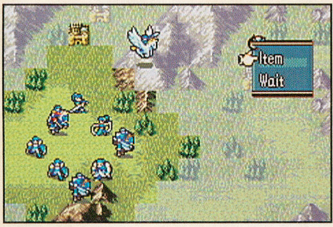
Some allied and enemy spells can be cast from a great distance, making them even more dangerous.

## Navigating the Battlefield

The tactical battle system in FE: SS allows characters to move a certain number of spaces and perform an action on each turn. A character's movement range depends on his class and Movement stat, though the map's terrain and the locations of enemies will affect it as well. Mounted units will often have a greater range of movement than on-foot units, making them a valuable commodity.



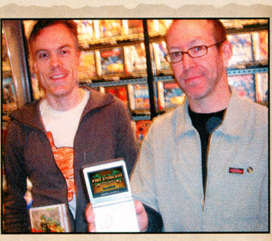
Always cross-check your characters' movement range against your enemies'.



Flying units are not affected by terrain, and can move over the tallest mountains with ease.

# A Word with the Wordsmiths

We traveled far and wide (well, across NOA's skybridge) to interview localization producers Rich Amtower and Tim O'Leary, who were responsible in part for shaping the US version of Fire Emblem: The Sacred Stones.



**NP: Can you explain to our readers a little bit about what you do?**
**Rich Amtower**: Let's start with Tim because Tim was responsible for everything.
**Tim O'Leary**: Yes, I am lord and master of Fire Emblem [laughs]. My name is Tim O'Leary, and I'm an associate localization producer at Nintendo. On the Fire Emblem game, or any other game, I will take video game text and translate it into English, look for content issues, and try to make changes that I think will keep the spirit of the game alive. With any game, I try to preserve the developer's intent, while at the same time making it accessible to our market by providing accurate yet culturally acceptable translations to my friend Rich, who will then do his job, which is . . .

> "All those times when my parents told me 'Stop playing video games'… I can now chuckle."
>
> —**Tim O'Leary**

**RA**: Tim usually puts a lot of work into the characterization, into conveying what the character intent is behind the dialogue. So, when his stuff comes to me, my goal is to shape the voice of the character, so that whatever tone they had in the Japanese comes across in the English. If it's a military leader, like General Seth, I try to give him a bit more formality, more of a leadership tone. Eirika and Ephraim, being Lords who've lost their kingdom, but also siblings, need to have dialogue in a cast-appropriate tone, while maintaining that sort of familiar vibe that reflects the bond that the two characters have.

**NP: Can you describe some of the differences in your mind between the Japanese gamer and the American gamer?**
**TO**: This game was designed to be, according to Intelligent Systems, a retelling of medieval Europe. That's the setting. But if you go to Japan and order Chinese food, you're going to get Japanese-style Chinese food as opposed to American-style Chinese food. Anyways, not true Chinese food. When Intelligent Systems came to us, they said, "This is what our idea of what medieval Europe is. It's probably not even close. Americans will probably look at this and wonder what the heck we we were thinking." And Europeans will, of course, have a completely different take on it as well. [Intelligent Systems] made a game based on what they expect their market will enjoy.

> "Our goal is not necessarily to produce a verbatim transliteration of the Japanese game, as it is to trigger in the gamer the same feeling that the Japanese version triggers for Japanese gamers."
>
> —**Rich Amtower**

**RA**: One of the things I always liked about the Fire Emblem games is that the touch of fantasy has always been much lighter than in other, similar games.
**TO**: Not a lot of over-used clichés.
**RA**: What Intelligent Systems is doing is in essence attempting to localize that medieval European feel to a Japanese audience. Then, when they give it to us, we're putting it through this second level of filtering. Our job is to try and balance out the American understanding of these elements with the Japanese understanding of these elements. Our goal is not necessarily to produce a verbatim transliteration of the Japanese game, as it is to trigger in the gamer the same feeling that the Japanese version triggers for Japanese gamers.
**TO**: We've gotten a lot of positive feedback on the story and on the characterizations, and I believe it's probably due to the fact that the source material is not heavy-handed. Like Rich said, it has a lighter touch, and it's pretty direct, straight to the punch. We were able to put that into a game that doesn't really feel like a paperback novel.
**RA**: None of that shabby, fake Elizabethan that you'd see in like . . .
**TO**: Where art thou going with mine sword!? [laughs]
**RA**: . . .that you'd see so much in the early days of localization.

**NP: The amount of dialogue in [The Sacred Stones], including the support conversations . . . there's just so much of it. What are some of your inspirations for writing game dialogue?**
**RA**: I guess it's almost a question of what the process is. The process itself goes through several different layers. It comes down to balancing character versus content. A lot of the time, you get the dialogue [of a character] whose goal is to deliver a single message. And sometimes you've got some room to expand on that message and provide characterization. And sometimes you don't; you find another way to do characterization. Like, a line where [the character] just says "Yes." You've got a little wiggle room there. [laughs]

**NP: How do you guys think localization as a whole has progressed since the "all your base are belong to us" days?**
**RA**: First of all, it's not just some guy's secretary translating stuff anymore. Localization groups . . . I guess a better way to answer that question is that the American market has become over the past 10 or 15 years much more important to development teams. As a result, more effort has been put into trying to convey that same game experience to a different audience. If something comes across in the Japanese, it's something that ought to come across in the English. As a parallel (not to divert from Fire Emblem), Animal Crossing is a good example . . .
**TO**: Which we also worked on . . .
**RA**: Tim, Bill Trinen and Nate Bihldorff also worked on that game. But Animal Crossing had a lot of very culturally specific messages designed to provide the Japanese audience with a familiarity with the game. There's a sense that you're in a familiar world, but also a very strange and different world at the same time. Our goal is to create a kind of familiarity with the US audience. In the same way, with [The Sacred Stones], the goal is to make the writing fit the tone and the style of the game, and to trigger in the audience the same impact. I think that localization groups as a whole, across the board, recognize that, in a way, [that idea] has been growing over the past 10 or 15 years.
**TO**: When games first started, we had Pac-man, we had Donkey Kong . . . there's not a lot to localize. So localization wasn't given very high priority. As [video game] technology advanced, there were more and more advanced stories, more and more in-depth stories; you have things like in-game cinemas, more and more plotlines. People are not just playing platformers (get from point A to point B), but actual interactive movies, interactive plays. So, it opened up a whole new venue of work (thankfully for us) where you needed not only people who could translate languages but also translate cultures. So, as stories become more and more involved, or they become more important to the gameplay and more important to the gamer's enjoyment of the game, more emphasis is placed on localization. All those times when my parents told me "Stop playing video games," . . . I can now chuckle.

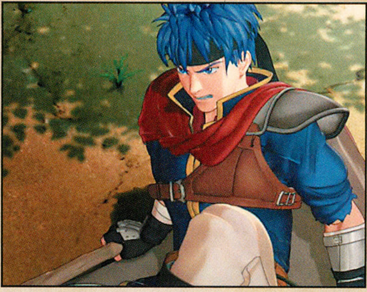
**NP: Can you tell our reader a little bit about Fire Emblem for the GCN? Are you guys working on it?**
**TO**: Nope.
**RA**: No . . . I mean . . . yeah.
**TO**: Yes, we're working on it.
**RA**: That's pretty much all [we can say] right now.
**TO**: Intelligent Systems has created a game that's gonna be as enjoyable as anything they've done in the past. They're a fantastic development team, and we're just happy to be working on it, and we want everybody to get ready, because . . . bigger, better, badder.
**RA**: It's pretty. It's awfully pretty.
**TO**: We're obviously excited. We did the first [Fire Emblem] game, we did the first Advance Wars, then we worked on Advance Wars 2, which were all Intelligent System games. We're just wrapping up work on Advance Wars DS, and we're looking forward to jumping on Fire Emblem GCN.

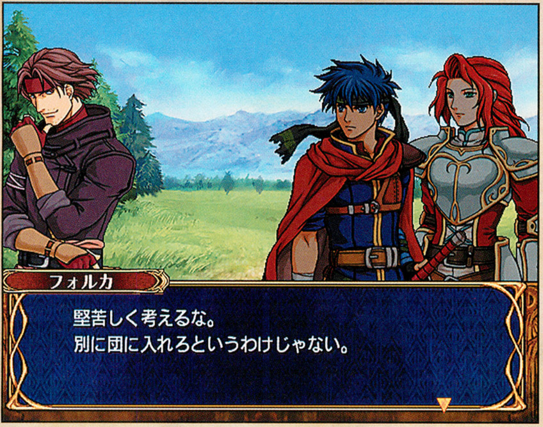
**NP: Is there anything else that you guys want to say to our readers?**
**RA**: Fire Emblem: The Sacred Stones . . .
**TO**: . . . cue dramatic ending . . .
**RA**: . . . takes place in an entirely new game world, so if you're not familiar with the series, it's gonna provide you with lots of new ways to get into what may seem like a daunting series to get in to. If you're someone who's really familiar with the series, you can jump right in and get a really good experience out of it.

**NP: Thanks, guys!**

# The Future of Fire Emblem

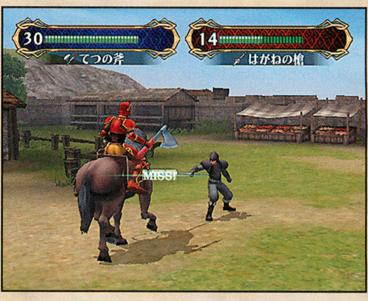
This year, we'll not only get Fire Emblem: The Sacred Stones, but also the long-awaited Fire Emblem for Nintendo GameCube. The game takes place in an all-new world with all-new characters, and the three-dimensional battlefields will take the tactical strategy of Fire Emblem to a whole new level. On this page, you'll find new gameplay screenshots, along with two shots from the stunning in-game cinema scenes. Try to keep your drooling to a minimum.

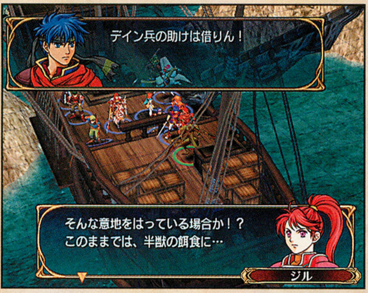




フォルカ

堅苦しく考えるな。
別に団に入れろというわけじゃない。

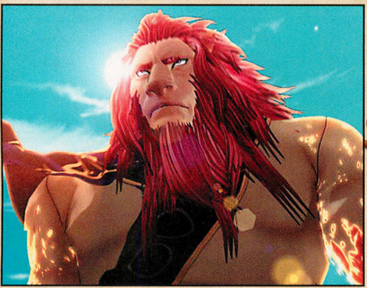


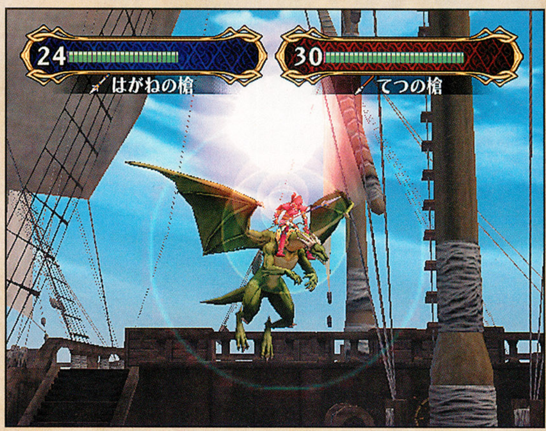


デイン兵の助けは借りん！

そんな意地をはっている場合か！？
このままでは、半獣の餌食に…

ジル





# Fired Up for 2005

In 2003, the pleas of die-hard fans were answered in the form of Fire Emblem for the GBA. With The Sacred Stones just around the corner and Fire Emblem's GCN debut later in the year, 2005 is a year that Fire Emblem fans will remember. 🍄

# Pokécenter

**We've got big news from across the Pacific: The Pokémon theme park has opened in Japan, and we have the details!**

## PIKACHU'S NEW PARK

On March 18, the first visitors poured through the gates of the PokéPark, the first-ever Pokémon theme park, in Nagoya, Japan. Over 380 Pokémon characters are represented in such attractions as a Pichu Brothers railroad ride, a Torchic-and-Whismur-themed dance tour, and Team Aqua and Team Magma bumper cars. If you're lucky enough to make it to Japan this summer, don't miss out—the park will be open seven days a week until September 25. Admission is free; you pay per attraction. Check out pokemon.com for more information about the park and a full description of the many rides.

PokéPark
Pokémon The Park
2005
TM

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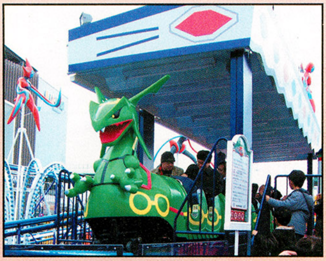
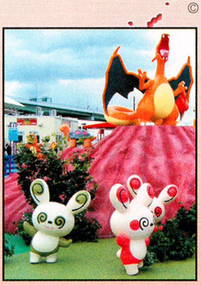
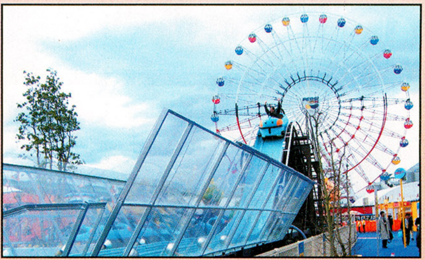


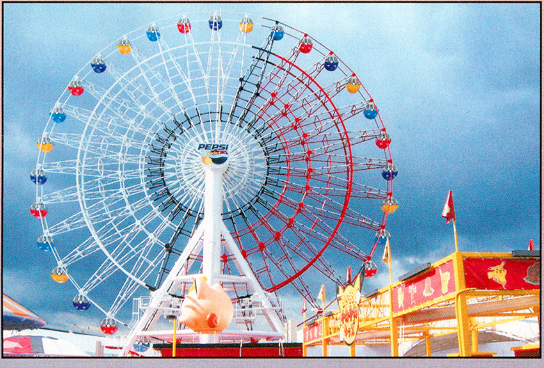
Hop on the Rayquaza-shaped roller coaster for a thrilling series of twists and turns.



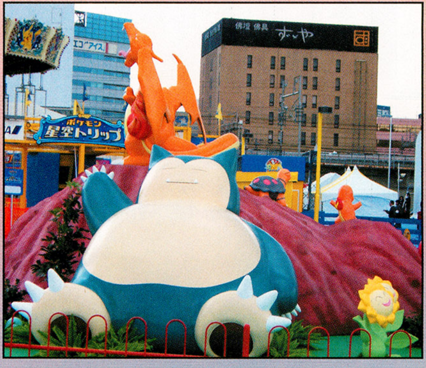
We spotted a special-colored Pokémon in the park.



Nestled in the shadow of the Ferris wheel, Mudkip's water ride proved to be one of the most popular attractions on opening day.



Park designers wanted visitors to be able to see the giant Poké Ball-shaped Ferris wheel from just about anywhere.



All the fun to be had at the PokéPark is enough to make visitors, and even some Pokémon, long for a bit of shut-eye.

# You FOUND the OCARINA!

*The Ocarina inspired by the Legend of Zelda is now available!*

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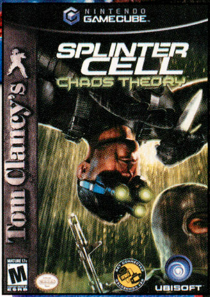
# NOW PLAYING

## POWER GUIDE TO THE LATEST RELEASES JUNE 2005

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

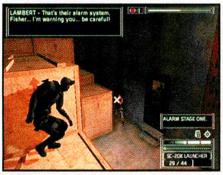
## TOM CLANCY'S SPLINTER CELL: CHAOS THEORY

**Solo or Co-Op, Sam Fisher's latest sets the bar high for stealth adventure.**

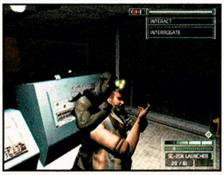


Chances are, you aren't an elite spy with the training to sneak up and knock out or interrogate bad guys, but Ubisoft's third Splinter Cell adventure will make you feel like one. With a more realistic graphic quality than ever and an incredible assembly of spy gear (including several types of equipment that allow you to make your way through the dark environments) Chaos Theory is a complex espionage thriller that is surprisingly easy to pick up and play. You can immerse yourself in the story and thick atmosphere by consulting the members of Sam Fisher's support team before every mission, or just dive in and get pertinent information on the go.

In addition to a full single-player campaign, the game has unique two-player split-screen co-op missions that force players to interact with each other to advance through the environment—using one spy to boost the other onto a ledge or toss him over a laser grid, for example. The interactions are as tricky as a trapeze act, but very easy to pull off by way of the intuitive controls.


LAMBERT - That's their alarm system. Fisher... I'm warning you... be careful!

ALARM STAGE ONE.



**COMMENTS:** **Steve**—Though it's a marked improvement over its predecessors, Chaos Theory still doesn't look as good as it should on the GCN. Nonetheless, this is the best game in the series, thanks to some fantastic level design and Sam's expanded repertoire of moves. **Chris**—Yes, it is a well-designed, immersive game, but there's no reason the graphics shouldn't be better. Certain things don't make sense, either—if Sam's infiltrating places that are supposed to be well-protected, how come they don't just turn on some lights? It's always dark, to the point where most of the game is played in infrared or night-vision mode.

- Ubisoft 69
- 1 to 2 players simultaneously
- 2 discs

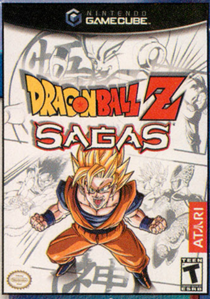
| | |
|---|---|
| CHRIS | ★★★★ |
| GEORGE | ★★★★½ |
| PETE | ★★★½ |
| STEVE | ★★★★ |
| STEVEN | ★★★★½ |

MATURE 17+
M
CONTENT RATED BY ESRB

Blood
Strong Language
Violence

## DRAGON BALL Z: SAGAS

### Out of the arena and into familiar locations, DBZ receives platformer treatment.



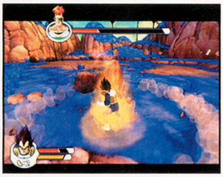
- **Atari** 3
- **1 to 2 players simultaneously**

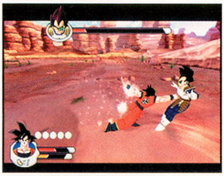
| | |
|---|---|
| **CHRIS** | ★★★ |
| **GEORGE** | ★★★½ |
| **PETE** | ★★★ |
| **STEVE** | ★★★ |
| **STEVEN** | ★★½ |

TEEN T CONTENT RATED BY ESRB
Animated Blood
Violence

As a departure from the full-on fighters of the Budokai series, Dragon Ball z: Sagas presents 19 mission-based action-adventure levels that span from Goku's arrival all the way through the Cell saga. Every mission unfolds with a cartoon recap that features footage from the TV series, and places you in a location where a significant event happened in the show. More often than not, that event is a milestone fight between principal characters, so there's still plenty of boss-battling in the game, but there's also a fair amount of environment traversal. All controllable characters can jump and hover (important for reaching high platforms) and accumulate new Ki attacks and Ki abilities. Once you've developed a maneuver for one character, you'll be able to execute it with every character you control. The characters in each mission participated in the depicted event in the original show. That becomes especially important in two-player co-op games. In missions that involve only one hero, players must take turns controlling that character and hand over the reins when a timer expires. Two players do face off against each other in the unlockable Pendulum room.

The game's art is in keeping with the style of the show, but the fighters are often quite small. The camera pulls back to show two divergent fighters, and you have no overriding camera control.





**COMMENTS:** **Chris**—If it weren't for the boring level design and repetitious fighting, this game might have something. **Pete**—Attention DBZ fans, there's finally a game you can write home about. If you aren't a fan of the series, though, be warned: mediocre gameplay ahead.

## POLARIUM

### Simple, but sophisticated—Polarium is the perfect touch-controlled puzzler.

NINTENDO DS
POLARIUM
EVERYONE E ESRB
Nintendo

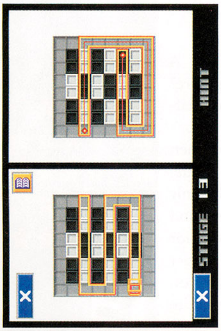
- **Nintendo/64 Megabits**
- **1 to 2 players simultaneously**
- **Single-Card Game Link**
- **Multi-Card Game Link**

| | |
|---|---|
| **ANDY** | ★★★★ |
| **CHRIS** | ★★★★ |
| **PETE** | ★★★★ |
| **STEVE** | ★★★ |
| **STEVEN** | ★★★★ |

EVERYONE E CONTENT RATED BY ESRB

Black and white tiles fill the touch screen. You draw over tiles with your stylus, then tap the last one in the line to make the touched tiles flip to their opposite color. If solid horizontal lines result, the tiles disappear. That's Polarium—a basic concept carried out with sparse graphics. Believe it or not, you'll be playing for hours.

In Challenge play, tiles drop into the playing field at a quick pace. You must complete lines at the same speedy rate or risk filling the screen to the top. In Puzzle play, tiles are laid out in a finite field. Your task is to create a single continuous line that results in every tile in the field disappearing. In Versus play (which the game lets you upload as part of a Polarium demo to any other Nintendo DS), horizontal lines that you complete slide over to your competitor's playing field for him or her to deal with. You can also transfer puzzles that you develop to another Polarium player.



The game's presentation is solid—great sound, intuitive play control and an easy-to-navigate interface—it's not very flashy, but it's fun and addictive. Ever since Tetris created the falling-piece puzzle game category, games have attempted to capture the same feeling of engaging simplicity. Many of them have been very good, but Polarium comes closest to reaching Tetris's level of greatness.

**COMMENTS:** **Pete**—Think you're clever? This game will make you think again, with puzzles that will stump you for hours, an addictive Challenge mode and a nifty puzzle-creation mode. **Steven**—After solving Polarium's first 30 puzzles, I now plan to have my cranium resized—I swear that my brain's gotten bigger. On to the final 70!

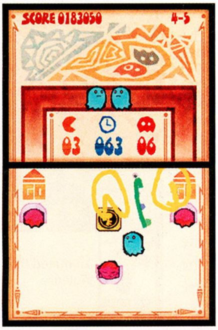
## PAC-PIX

### Art and action collide in a touch-controlled take on a classic theme.

NINTENDO DS
PAC-PIX
namco

- Namco/128 Megabits
- 1 player

Anyone who's played a video game since the beginning of video games knows about Pac-Man's rivalry with those puffy little ghosts. Namco's Pac-Pix takes the battle to a new level by allowing you to draw your own Pac-Men for ghost chasing. The bulk of the action takes place on the touch screen: You draw Pac-Man, starting with two angled lines for the mouth, then send him on his way. You can put up to four Pac-Men in the field at once and influence their paths by drawing guidelines. The goal is to consume all of the ghosts before time runs out. You can create Pac-Men of any size. Big ones bulldoze through the playing field, but they're slow, and it's difficult to steer them around obstacles. As you advance, the ghosts get craftier. In some sections, they have forward-facing shields, forcing you to attack them from behind. In other sections, you must gobble the ghosts in numbered sequence. Boss battles range from rumbles with large ghosts to fights with puffy spirits who have hard-to-find weak points.



Midgame, you earn the ability to create missile-like arrows and other tools. What starts as a very simple concept gets trickier, making for a satisfying arcade-style experience.

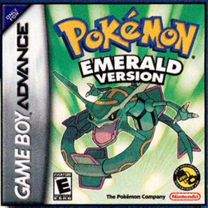
**COMMENTS:** **Steven**—I'm amazed at the mileage Namco gets out of this concept. When I first played the game, it was so addictive that I couldn't put it down. **Steve**—The developers did a nice job of introducing new elements frequently enough to prevent it from becoming stale. **Pete**—Probably one of the most innovative gameplay ideas you'll ever see. Pac-Pix will be remembered 10 years from now. **Andy**—What may look like a DS tech demo from a distance is a massive and challenging game.

| | |
|---|---|
| ANDY | ★★★★½ |
| CHRIS | ★★★½ |
| PETE | ★★★★ |
| STEVE | ★★★½ |
| STEVEN | ★★★★★ |

EVERYONE
E
CONTENT RATED BY ESRB

## POKéMON EMERALD

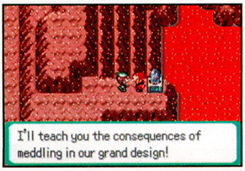
### Pro Pokémon fans will have to dig deep to find where Emerald shines.



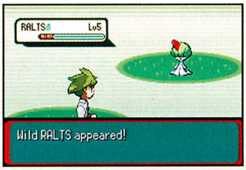
- Nintendo/128 Megabits
- 1 to 4 players simultaneously

The Pokémon series has never been known for its strong storytelling; instead, it has relied on a fun, easy-to-use battle system and an ever-expanding cast of adorable creatures. Pokémon Emerald seems to continue that trend, but Pokémon experts will go gaga over the new Battle Frontier. Each frontier facility takes a radically different approach to battles by adding complex factors into the simple combat system. Master Trainers will love the challenge of designing teams to handle each situation. In essence, the Battle Frontier shows that Pokémon can still innovate after all these years.

Unfortunately, the game's main story remains essentially identical to that of Pokémon Ruby and Sapphire. The only major difference is that both Team Magma and Team Aqua now lurk in the shadows of Hoenn, instead of just one team per game in Ruby and Sapphire. The inclusion of Teams Aqua and Magma changes the game so little, it's obvious that the story doesn't really matter.



I'll teach you the consequences of meddling in our grand design!



Wild RALTS appeared!

For players new to Pokémon, Emerald provides solid (if not original) gameplay. For veterans of Pokémon, Ruby and Sapphire or otherwise, only the Battle Frontier will save the experience.

**COMMENTS:** **Pete**—Groundbreaking? No. A must-buy if you don't own Ruby or Sapphire? Absolutely. **Steven**—Pokémon FireRed and LeafGreen redefined the art of the Pokémon "director's cut," spreading new content through the story, then lavishing more near its finale. Pokémon Emerald may do only the latter, but the plot twists and battle finale are worth the wait for fans. **Chris**—The Battle Frontier is a nice addition, though you shouldn't have to play the entire game just to get there.

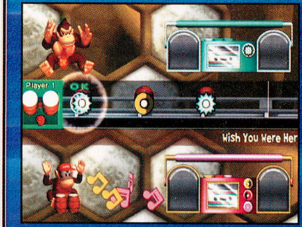
| | |
|---|---|
| CHRIS | ★★★ |
| GEORGE | ★★★★ |
| PETE | ★★★½ |
| STEVE | ★★★ |
| STEVEN | ★★★★ |

EVERYONE
E
CONTENT RATED BY ESRB

### DONKEY KONGA 2

- Nintendo 5
- 1 to 4 players simultaneously
- Compatible with DK Bongo controller

TEEN T CONTENT RATED BY ESRB
Mild Lyrics



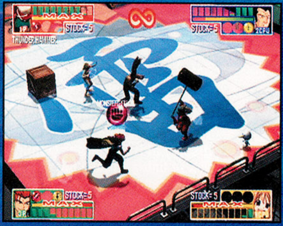
Fire up the DK Bongos! Donkey Konga has returned for an encore with a new set of songs and the same infectious rhythm-based gameplay for up to four players. The songs (again newly recorded covers of the originals) range from classical pieces, such as "The Minute Waltz," to classic rock songs ("La Bamba," "Shiny Happy People") and contemporary hits, such as "Come Clean" and "Unpretty." Also in the mix: two new minigames and the randomized Beat-Mix mode.

| | |
|---|---|
| ANDY | ★★★½ |
| CHRIS | ★★★★ |
| GEORGE | ★★★★ |
| STEVE | ★★★½ |
| STEVEN | ★★★★½ |

### RAVE MASTER

- Konami 14
- 1 to 4 players simultaneously

TEEN T CONTENT RATED BY ESRB
Comic Mischief
Suggestive Themes
Violence



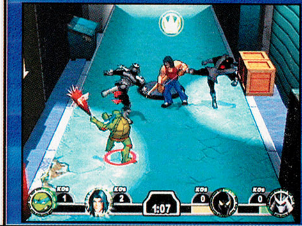
Characters from the up-and-coming *Rave Master* anime series face off in Konami's Smash-Bros.-goes-3-D-styled arena battler. The five single-player storylines depict fights from the series, and Vs. mode allows players to go co-op or competitive in nine selectable stages. Gameplay is fun and frenzied, though weapon balancing is off. As soon as someone gets ahold of a projectile weapon, such as the machine gunlike Tonfu Blasters, it's game over for everyone else.

| | |
|---|---|
| CHRIS | ★★½ |
| GEORGE | ★★★ |
| PETE | ★★★ |
| STEVE | ★★½ |
| STEVEN | ★★★ |

### TEENAGE MUTANT NINJA TURTLES: MUTANT MELEE

- Konami 2
- 1 to 4 players simultaneously

TEEN T CONTENT RATED BY ESRB
Cartoon Violence



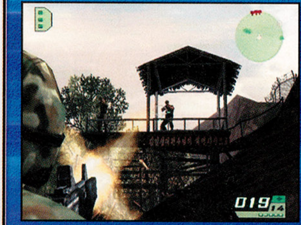
The Turtles, Splinter, April and Casey Jones head a cast of more than 20 playable characters in Konami's arena-combat follow-up to the recent TMNT 2 adventure. A single-player story mode strings battles together, while multiplayer fights in your choice of arenas offer two all-out melees: a King of the Hill exercise and a Keep Away game that awards players who can hold onto a treasure chest for the longest accumulated time. Controls are slightly sluggish.

| | |
|---|---|
| CHRIS | ★★ |
| GEORGE | ★★½ |
| PETE | ★★ |
| STEVE | ★½ |
| STEVEN | ★★½ |

### TOM CLANCY'S GHOST RECON 2

- Ubisoft 17
- 1 player

TEEN T CONTENT RATED BY ESRB
Violence



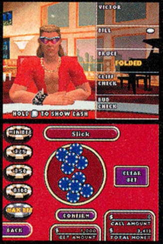
An overhauled graphics engine that takes advantage of multi-texturing and dynamic lighting makes Ubisoft's squad-combat sequel look amazing, and a complex story that involves a near-future scenario in North Korea will engage you from start to finish. Where Ghost Recon 2 suffers a misstep is in its failure to offer useful gameplay information, such as mission-objective reminders and maps. As a result, you'll spend a lot of time wandering through the environments looking for paths to waypoints.

| | |
|---|---|
| CHRIS | ★★½ |
| GEORGE | ★★★ |
| PETE | ★★★ |
| STEVE | ★★ |
| STEVEN | ★★★ |

### WORLD CHAMPIONSHIP POKER: DELUXE SERIES

- Crave/128 Megabits
- 1 to 6 players simultaneously
- Single Game-Card Link

EVERYONE E CONTENT RATED BY ESRB
Mild Language
Simulated Gambling



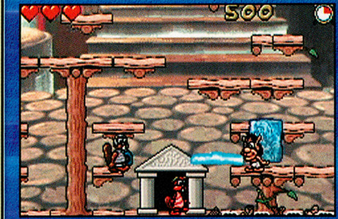
Crave's fun but hokey Poker sim deals out six games for Quick Play, and single-card Multiplayer action for up to six players: Texas Hold 'em, Double Flop, Pineapple, Omaha Hold 'em, Omaha Hi-Lo and 7-Card Stud. Career mode covers even more card games, such as Deuces Wild, Baseball and Blackjack. You start with a stake and sit down at four themed casinos. The top screen shows your opponents and their status. The bottom screen displays your cards and a touch-controlled betting interface. The controls are a little slow to respond, and the computer-controlled characters' repeated phrases lose their humor after a while, but the game is a solid play nonetheless.

| | |
|---|---|
| ANDY | ★★★½ |
| CHRIS | ★★★ |
| GEORGE | ★★★½ |
| STEVE | ★½ |
| STEVEN | ★★½ |

## HUGO: THE EVIL MIRROR

- Namco/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence



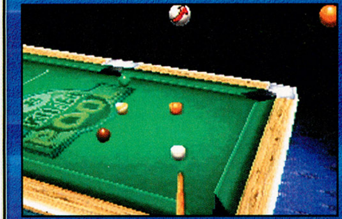
Hapless Hugo freezes enemies into ice blocks, then breaks them to do away with the baddies once and for all in a long string of short side-view platforming levels. Although Hugo: The Evil Mirror is set up like a puzzle game, there's nothing really puzzling about it. The gameplay is straightforward, and the strategy is limited to simple techniques that will net you slightly better rewards.

| | |
|---|---|
| CHRIS | ★★ |
| GEORGE | ★★½ |
| PETE | ★½ |
| STEVE | ★★ |
| STEVEN | ★★ |

## KILLER 3D POOL

- Destination/32 Megabits
- 1 to 2 players alternating
- Single GBA pass-along play
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB



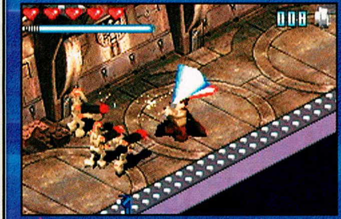
Four pool games—9 Ball, Killer (which docks players points for every miss), and the English and American versions of 8 Ball—are in the offing in Killer 3D Pool. The controls are intuitive, allowing you to put spin on the ball and view a display of its trajectory while you're lining up the shot. Adjusting shot strength takes some getting used to—the controls seem to favor power over finesse.

| | |
|---|---|
| CHRIS | ★★½ |
| GEORGE | ★★★ |
| PETE | ★★ |
| STEVE | ★★½ |
| STEVEN | ★★½ |

## LEGO STAR WARS

- Eidos/128 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence



Covering scenes and locations from every movie in the *Star Wars* prequel trilogy, LEGO *Star Wars* is a Lightsaber-swinging good time. By using the Force, you can create LEGO platforms for your character and become invisible to enemies. The graphics will appeal mainly to fans of the LEGO *Star Wars* franchise, but the gameplay will delight and challenge anyone who gives it a try.

| | |
|---|---|
| CHRIS | ★★★ |
| GEORGE | ★★★★ |
| PETE | ★★★ |
| STEVE | ★★½ |
| STEVEN | ★★★½ |

## KEY:

ADVENTURE · ARCADE · FIGHTING · PLATFORM · PUZZLE · RPG · RACING · SHOOTER · SPORTS · STRATEGY

## CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

**ANDY:** RPG, Adventure, Arcade, Shooter, Strategy, Platform, Puzzle, Sports, Racing, Fighting

**CHRIS:** Adventure, Sports, Arcade, Strategy, Shooter, RPG, Puzzle, Racing, Platform, Fighting

**GEORGE:** Strategy, Adventure, RPG, Puzzle, Sports, Arcade, Platform, Racing, Fighting, Shooter

**PETE:** Adventure, RPG, Platform, Strategy, Shooter, Fighting, Puzzle, Sports, Racing, Arcade

**STEVE:** Adventure, Platform, RPG, Strategy, Shooter, Sports, Fighting, Arcade, Racing, Puzzle

**STEVEN:** RPG, Adventure, Strategy, Shooter, Platform, Arcade, Puzzle, Racing, Fighting, Sports

GCN · GBA · DS · 7 Number of Memory Card blocks required

## ESRB RATINGS

To contact the ESRB, visit www.esrb.org.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EC Early Childhood
- T Teen (13+)
- AO Adult (18+)
- E Everyone
- M Mature (17+)
- RP Rating Pending

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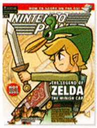
**Volume 191 (May '05)**
Nintendo DS: The Future Comes into View Special, Dragon Ball Z: Sagas Preview, The 2004 Nintendo Power Awards Results, Donkey Kong Jungle Beat, TimeSplitters: Future Perfect, Mortal Kombat: Deception, Rayman DS, Sigma Star Saga.



**Volume 188 (Feb. '05)**
The Legend of Zelda: The Minish Cap, GoldenEye: Rogue Agent, Prince of Persia: Warrior Within, Call of Duty: Finest Hour, Metroid Prime 2 Echoes, Baten Kaitos: Eternal Wings and the Lost Ocean, Super Mario 64 DS, Spider-Man 2, Kingdom Hearts: Chain of Memories, 9 Trends Set to Drive '05, Star Fox: Assault Preview, Metroid Prime Hunters: First Hunt, Playing the Field, Cutting-Edge Control.

**Volume 190 (Apr. '05)**
Killer 7 Preview, WarioWare: Touched! & WarioWare: Twisted! Preview, TimeSplitters: Future Perfect Preview, Nintendo Pennant Chase Baseball Preview, Retro Atari Classics Preview, Fight Night: Round 2 Preview, Donkey Jungle Beat Preview, Yoshi Touch & Go Preview, Pokémon Dash Preview, Mario Party Advance Preview, Castlevania Preview, Lost in Blue Preview, Resident Evil 4, Star Fox: Assault.

**Volume 187 (Jan. '05)**
Nintendo DS: Making Waves in Gaming, Metroid Prime 2 Echoes, Baten Kaitos: Eternal Wings and the Lost Ocean, Viewtiful Joe 2, Paper Mario: The Thousand-Year Door, Kirby & The Amazing Mirror, Final Fantasy I & II: Dawn of Souls, Donkey Kong Country 2, The Real Deal on Poker Sims, Power Previews, Resident Evil 4 Preview, GoldenEye: Rogue Agent Preview, Mario Party 6 Preview, Kingdom Hearts: Chain of Memories Preview, The Legend of Zelda: The Minish Cap Preview.

**Volume 189 (Mar. '05)**
Star Fox: Assault, Resident Evil 4, Feel the Magic: XY/XX, The Legend of Zelda: The Minish Cap, Super Mario 64 DS, Banjo Pilot, The Lowdown of Free Radical (Time Splitters: Future Perfect), MVP Baseball 2005 Preview, Donkey Kong Jungle Beat Preview, Street Smarts (NBA Street V3, FIFA Street and NFL Street 2), Fight Night: Round 2 Preview, Debug the Bug Hunt, Real-Life Reenactments (WarioWare: Touched!), 2004 Nintendo Power Awards Nominations.

**Volume 186 (Dec. '04)**
Metroid Prime 2 Echoes Preview, X-Men Legends, Def Jam: Fight for NY, Paper Mario: The Thousand-Year Door, F-Zero—GP Legend, Tony Hawk's Underground 2: World Destruction Tour, Grand Theft Auto Advance, Kirby & The Amazing Mirror, Classic NES Series, Nintendo DS Preview, Viewtiful Joe 2 Preview, Prince of Persia: Warrior Within Preview, Mario Power Tennis Preview, Baten Kaitos: Eternal Wings and the Lost Ocean Preview, Kingdom Hearts: Chain of Memories Preview, GBA Video Preview, Final Fantasy I & II: Dawn of Souls Preview, Custom Robo Comic.

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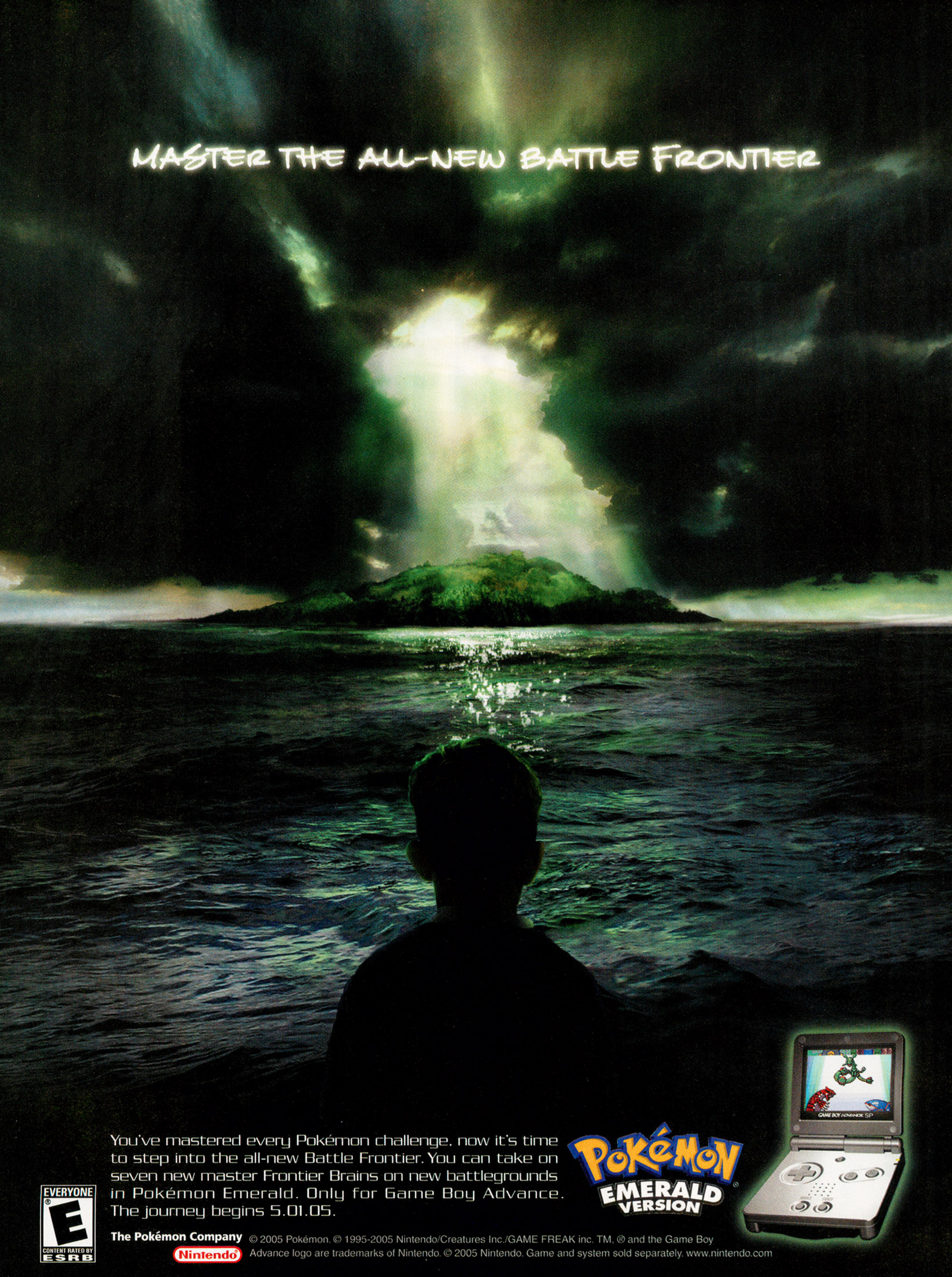
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EVERYONE
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**Batman Begins**

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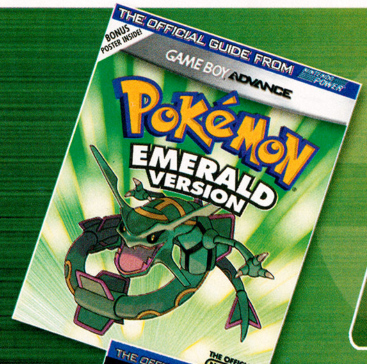

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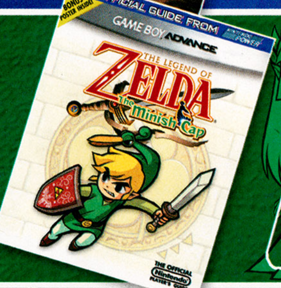

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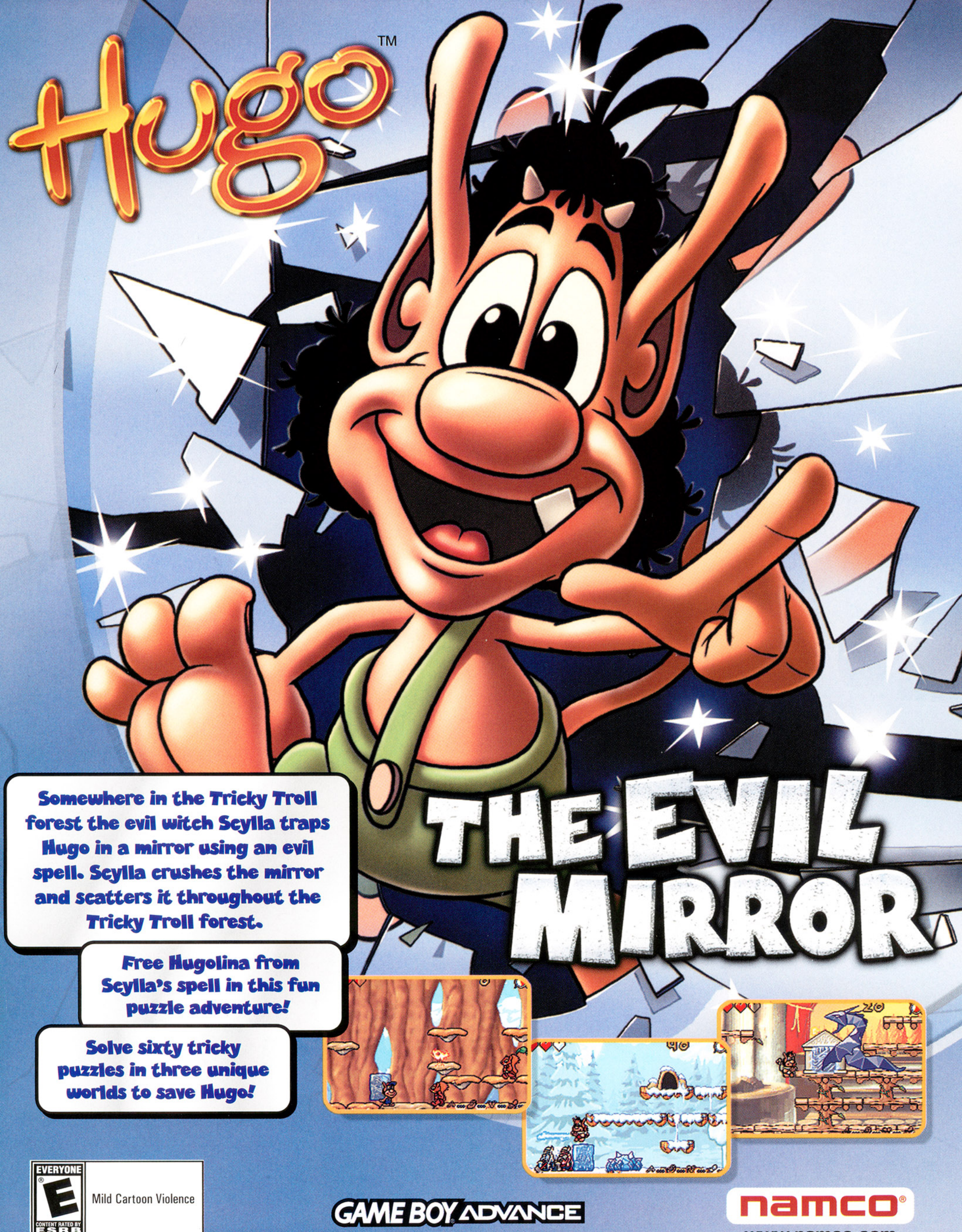
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Somewhere in the Tricky Troll forest the evil witch Scylla traps Hugo in a mirror using an evil spell. Scylla crushes the mirror and scatters it throughout the Tricky Troll forest.

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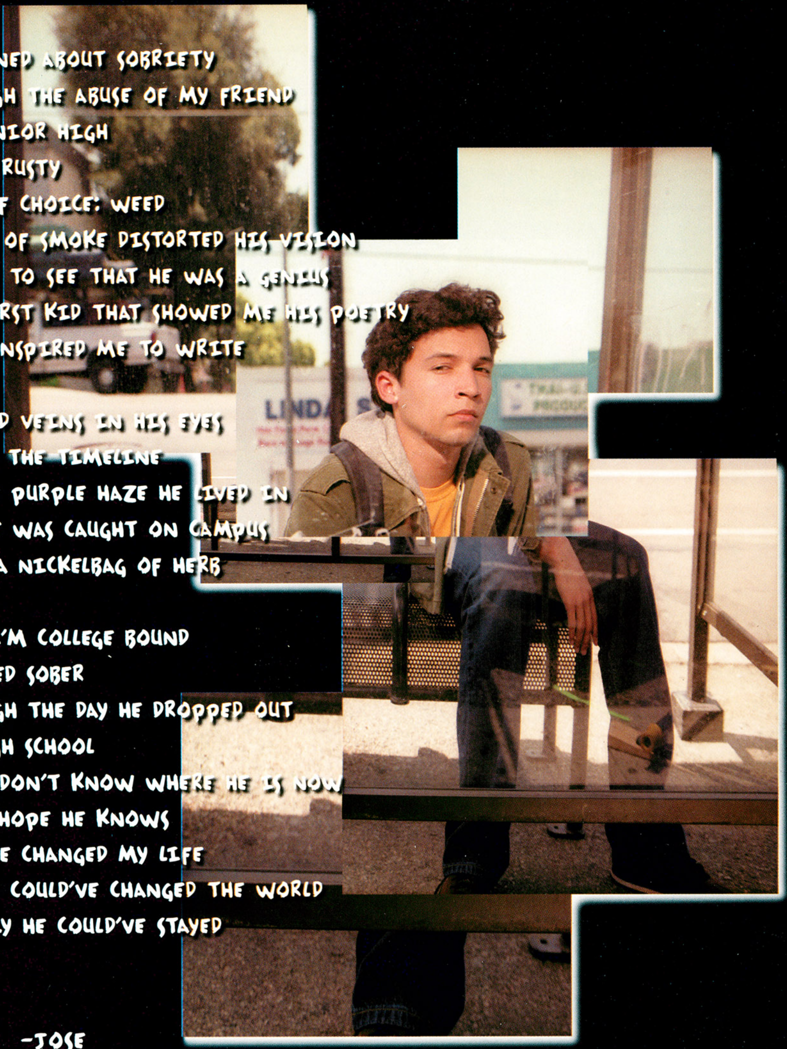
my future

MY ANTI-DRUG.



I LEARNED ABOUT SOBRIETY
THROUGH THE ABUSE OF MY FRIEND
IN JUNIOR HIGH
NAME: RUSTY
DRUG OF CHOICE: WEED
CLOUDS OF SMOKE DISTORTED HIS VISION
UNABLE TO SEE THAT HE WAS A GENIUS
THE FIRST KID THAT SHOWED ME HIS POETRY
THAT INSPIRED ME TO WRITE

THE RED VEINS IN HIS EYES
TRACED THE TIMELINE
OF THE PURPLE HAZE HE LIVED IN
'TIL HE WAS CAUGHT ON CAMPUS
WITH A NICKELBAG OF HERB

NOW I'M COLLEGE BOUND
I STAYED SOBER
THROUGH THE DAY HE DROPPED OUT
OF HIGH SCHOOL
AND I DON'T KNOW WHERE HE IS NOW
BUT I HOPE HE KNOWS
THAT HE CHANGED MY LIFE
AND HE COULD'VE CHANGED THE WORLD
IF ONLY HE COULD'VE STAYED
SOBER.

-JOSE

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